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Dreamcast
The Next Wave Hits Japan

Game Informer

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February 1999
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#70

This Odd's for You.





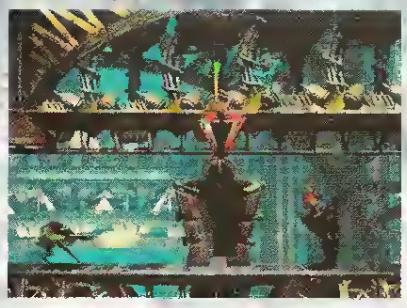
"...everything the previous game was and more...an incredible gaming experience."
- EGM

"...even better-and odder-than the original."
- Official PlayStation Magazine

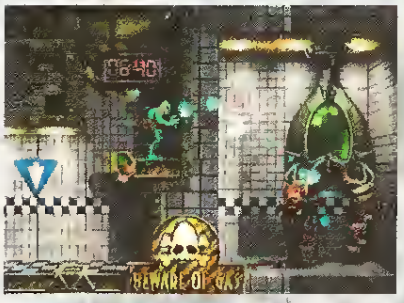
"Exoddus easily earns a place among the PlayStation's best this year."
- GamePro

"Improvements and pluses that will delight all the old fans and the countless new ones."
- GameFan

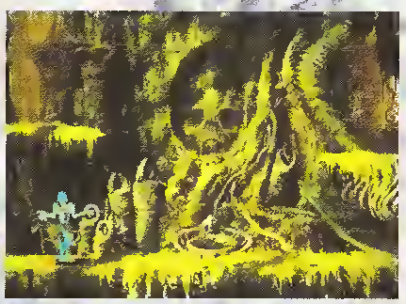
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Over 60 Games Reviewed & Previewed!

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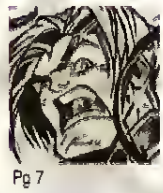
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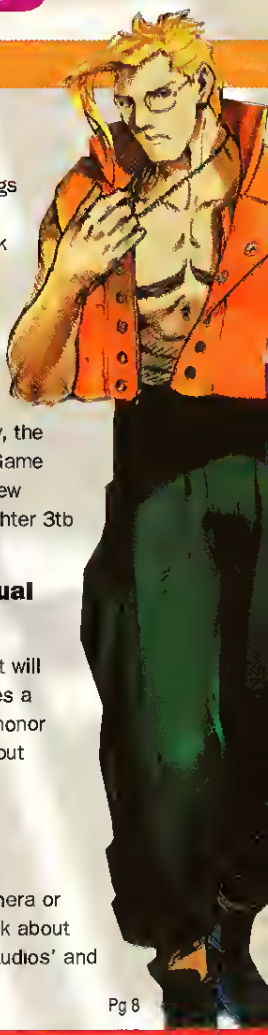
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18 **Feature: The Dreamcast Has Landed**
With any new system, the buzz surrounding its release can be deafening. Sega's Dreamcast is no exception. While the U.S. release of the system is still months away, the Dreamcast is up and running in Japan as well as in the Game Informer office. Join us as we plug in (and dissect) our new Dreamcast and play the launch titles, including Virtua Fighter 3tb and Godzilla Generations.

22 **Feature: The Game Informer Seventh Annual Video Game Awards**
The industry is filled with folks trying to make games that will win the attention of our panel of experts. If a game makes a fortune along the way it's a nice bonus, but the highest honor any publisher or developer can win is our praise. To find out which games are worthy of your attention, check out GI's prestigious Seventh Annual Video Game Awards.

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LETTER FROM THE EDITOR

Sit Back and Relax

BY ANDREW McNAMARA

Ahhh...February. Actually, early January if you're a subscriber. But either way it's that time of year when everything starts to build toward yet another holiday season of big releases and new systems. As the year begins, Dreamcast is obviously on the minds of many gamers since import junkies are playing all the Japanese titles, and Sega of America is gearing up for its U.S. release, which will more than likely be September 9, 1999 (9.9.99 – get it?!).

But before all this happens, you can bet that we will hear from Sony on PlayStation 2, as well as be inundated with a slew of new and exciting releases for the current systems. Unfortunately, the development and publishing community is keeping quiet about their spring line-ups and fall blockbusters. However, in the next couple of months there will be a lot of excitement again as Jet Moto 3 comes into the spotlight, Perfect Dark gets praised as the greatest first-person game ever, and details start to leak out about Nintendo's upcoming Donkey Kong game.

Until then, gamers need not abandon their units as there are a number of quality products on the horizon. Street Fighter Alpha 3 rocks. Syphon Filter is really shaping up from 989 Studios. Crystal Dynamics will offer Legacy of Kain: Soul Reaver to indulge us. Namco will tickle our racing bones with Ridge Racer Type 4. Konami will bring back the horror with Castlevania 64. And Nintendo has Smash Brothers (a Nintendo fighting game) coming to us in the near future.

Unfortunately, it looks like there are going to be a lot of bad titles as well. As I sit here writing, I'm looking at a release list full of mediocrity. So I'll close my letter this month with a little request to the industry: Somebody please get some good titles ready for summer, because if I have to spend my time playing Earthworm Jim 3D, I might do something insane – like play a computer game. And that won't make me happy.



Druids (L to R): Robert, Bergren, High Priest Paul, Andy, sacrificial victim Matt, Lord High Executioner Reiner.

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Andy, The Game Hombre
andy@gameinformer.com

"You are holding in your hands a very rare issue of Game Informer. For one, it's one those wild and crazy months where we don't have a full staff. Obviously we're all excited about the extra work we have to do around the office, but we would like to fill the open position very soon. Hopefully, we'll have found somebody by the time you get this issue. We may never find a true gaming Jedi to step-up and fill a coveted spot on the staff."

Paul, The Game Professor
paul@gameinformer.com

"I had a chance to check out the Dreamcast. The first four games didn't blow me away, but there are some titles in the pipeline that I'm keeping my eyes on. Being the electronics genius that I am, I also voided our warranty by taking the Dreamcast apart. Everyone was amazed that it still worked after the thing was reassembled. I am predicting that when you read this the Vikes will have wrapped up the playoffs and are packing bags for Miami. If not, I predict we were robbed!"

Reiner, The Raging Gamer
reiner@gameinformer.com

"That vacant gamer spot is mighty intriguing, isn't it? For one, I hope we hire someone with an iron will like Gandhi. Man, that guy just wouldn't give up! He just kept fighting for what he believed in. But then again, I usually chuck my own feces at visionaries and certain individuals who call themselves 'the boss.' I guess we'll have to pursue the original choices. Yep, the job will either go to Adam West, a sleazy intern with the body of a super model and the brain of a chimp, or some new talent fresh out of college."

Vacant, The Missing Gamer
????@gameinformer.com

" "

Bergren, The Game Burrito
bergren@gameinformer.com

"Well, I've had it!! It's the middle of December, the NBA is still at a standstill, and I have to hear how the players at the lower end of the pay scale (making a paltry $274,000 a year) can't make ends meet. And did they seek help from ultra-rich players like Michael Jordan or Patrick Ewing? No. Instead they tried to gouge it from their faithful fans in a so-called "charity" game. I'm ashamed to be an NBA fan, but how 'bout my 6-0 Gophers with Lewis, Clark, and Pryzbilla. Oh baby!!"

Robert, The Game Casanova
robert@gameinformer.com

"Won't be long until I get to go back to Texas and have fun with my family. I can't wait to show them what a year has gotten me. While I am there, I'll converse with my brothers (also professed video game nuts) and other gameheads within my family. The merits of Zelda, the quality of the RPG today, and more will all be discussed as we break some bread. To play, I'll bring some Rogue Trip, Devil Dice, Hot Shots, and Gran Tunsmo, all great party games."

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DEAR GI

Email: deargi@gameinformer.com

Game Informer

Letters From Our Readers

Is this a veteran gamer?

I was just wondering.

1. How does one qualify as a "veteran gamer," is there an age limit?

2. Do you think that I would qualify as one? I currently own an Atari 800 (Star Raider rules), a SEGA Master System, a SEGA Genesis, a Super Nintendo Entertainment System, a Virtual Boy, and finally a Nintendo "Ultra" 64 – all of which function. And I was alive at the start of all these systems.

3. Do you know of any elite "veteran gamer" clubs?

4. Does anyone at GI have any of the older systems?

5. Does stuff like that look good on resumes to work at places like GI?

6. Do you think that Zelda 64 deserves the title of "8est Video Game Ever"?

7. Has anyone asked this many questions before?

I hope you are impressed with my semi-humble resume, and I thank you so much for any time spent looking at this letter and give even more thanks if you guys publish it!

May your button thumbs never wear down.

Trevan Whiting
via juno com

Being a veteran gamer isn't judged by systems alone. Nor is it just related to a person's age. However, your gaming resume is strengthened by the fact you sent a multi-question letter (numbered even) to a video game mag. Veteran gamer? We think so.

Thanks to online gaming, clubs for PC players are bigger than ever. To some extent the Internet has brought together the classic console players and collectors. Search Infoseek (or some other search engines) under "Atari 800" or other classic names. There's a fairly large community of collectors if you dig deep enough. Andy McNamara is the biggest collector in the office. He has pretty much everything since the 2600.

Having a vast knowledge of games looks great on a resume, but so does an English degree.

In regards to questions 6 and 7, No and Yes.

N64 questions

I have a few questions about some things, so here goes. (Since most choose to number their letters I decided to letter mine, hope it's not confusing.)

A. A lot of games for the N64 are going to use battery back-ups, what exactly is that? Where do the batteries go? Please explain.

B. If a system is said to be "64-Bit" how can countless games come out that are more than that? And why would someone make a 32-bit game (ie: Superman 64)?

C. What exactly is the concept of a game and how do you grade it?

D. Is the Pokémon currently available going to be in color on the GBC?

Until next time...

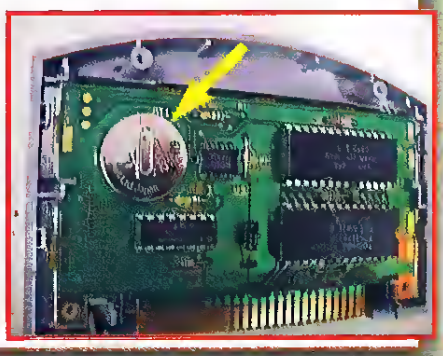
Maurice Telesford
via aol.com

A. The battery is inside the cartridge. Nintendo (and other companies) have been using battery back-up in select cartridges for years. It dates back to Zelda on the NES. The actual battery is much like one you would find in a calculator or watch.

B. You are confusing processors with software in this situation. The Nintendo 64 has a 64-bit processor – meaning that computer data can be transferred from the N64's CPU in 64-bit increments per single instruction cycle. On the other hand, game software is just measured megabits or megabytes, reflecting the amount of data that is stored inside the cart (kind of like a hard drive). For example, Zelda 64 is comprised of 256 Megabits (32 Megabytes) of data. For more information relating to computers, take a look at http://www.pcwebopaedia.com/

C. In scoring the concept of the game we are attempting to judge the actual reasoning, ideas, and invention involved in the software. For example, there are a lot of ideas that would make great games, but many of them look better on paper than they do as a game.

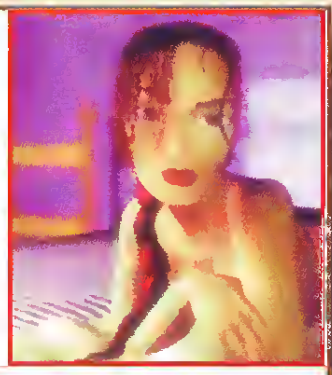
D. Pokémon is not specifically designed for the Game Boy Color, but the new handheld adds some nice color shades to the game.



Nude Raider...No Way

Why don't you just show us the nude code? Everybody wants to see it, but I guess your never going to listen to my opinion even though you should. Think of it this way. If you put in the nude code for Tomb Raider 3, you are going to get a huge amount of sales! You have already told us about what a great game it is. Already millions of people are just sitting in their homes dreaming about the nude code night and day. If you put it out in Tomb Raider 3, this will be the biggest game to hit the market. I'm sure that I am kind of late, but you guys made a big mistake by not putting in the code. Don't you think that you've waited long enough?

Name withheld
via aol.com



Whoa! Take a cold shower. We don't have anything to do with including any codes for Tomb 3. We doubt that such a code would boost sales as most gamers buy Tomb Raider for the game, not the girl. Keep dreaming because you'll never see a nude code for any Tomb Raider.

Hey guys...I like cheese

Ummm... Hi there. I am a cheese-lovin' fool from Alabama (no, we were not ALL fathered by farmers and born from sheep). I would like to know some stuff, but I will put it in list form cause I know you guys love these things.

1. What do you smoke to come up with the captions for those pictures?

2. Did your monkey smell like a cross between apple pie and gym-class B.O.?

3. You guys need a section to review some import games or maybe anime movies in your kick-ass mag (a page or two will suffice).

Keep up the good work.

A fellow monkey-lover,
Garrett Potton
Cheeseville, AL

Crank up the Skynyrd and pass us some of that gouda! Those whacked out captions are the result of sleep deprivation, caffeine, and too much sugar. Come to think of it, some of them may be inspired by the smell of a rotting monkey carcass under Andy's desk (or maybe it's his feet). We've included anime in the GI News from time to time, but it has to be Ninja Scroll caliber stuff (or related to video games). The import gaming scene is interesting, but most of the time we have trouble fitting in all the regular U.S. releases. However, you will see some imports from time to time.

Si me gusta...?

quiero saber como attualizar el juego Need For Speed II SE ¿pueden enviarlo vi email?

Monica Salgado
Uruguoy

Si, mi cabeza es muy gordo!

30-somethings need Lara too!

I'm a 35 year old gamer and subscriber to your fine mag. I'm just writing to get something off my chest. It seems of late that being 35 and a rabid game enthusiast brings along certain connotations, most notably, the classic "Aren't you a little too old for THAT?!" as if to convey, "LOSER!!" Let me take this time to set the record straight: I'm the COE (Chief Operations Executive) of a very successful printing firm here in Boston, a homeowner, and a college grad. I find my gaming experience (I thrive on action/adventure games) to be the perfect relief to some frequently heavy job-related stress. Hey, some people fire down a fifth of gin...I plug in Tomb Raider. So to the people that look down on the gaming world as anti-social behavior reserved for the slackers of the world, I say: "Bite Me!"

Thanks for letting me vent and keep up the good work!

Paul Pelletier
Boston, MA

Spyro For N64?

Is Spyro the Dragon going to be made to an N64 game in the sequel like Gex. Enter the Gecko?

Joel DePriest
Arnold, MD

There is no way that Spyro will ever make it to N64. Think about it. Sony Computer Entertainment America currently owns the publishing rights. It's the same with Mario, you'll never see him on a non-Nintendo system. The same goes for Pokémon. Gex is a different animal (in more ways than one) and has no strong affiliation to any system.

Enter the Game Informer Envelope Art Contest! All you need to do is draw, paint, scratch, splatter, or otherwise create your own envelope art. Send it to us with your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

Envelope Art 1998 Award Winner Nick Delcore, Westland, MI

JUNE '98

A PC question & a non-PC question

1. The Eidos tech support page says Tomb Raider 2 will NOT run in Win NT 4.0 because NT 4.0 won't support ActiveX 5. I know NT does support AX5, because I am currently running at least 2 other games which also use it. Is there a fix?

2. Is there really a "secret" shower scene in this game? All my friends say yes, but none of them know a code/action to get you into it.

bosco mc2
via series2000.com

1. Instead of taking this opportunity to tee-off on PCs and describe the virtues of the console, we'll just give you what we know about the subject...

2. There is no shower scene in any of the Tomb Raider games.

Ratings & Website

How come your website doesn't have your latest reviews and game hints (your Play to Perfection)? I understand you want people to buy your magazine, but isn't it possible to have the latest information on your website available only to subscribers? Don't get me wrong, this is a question not a criticism, I'd rather READ the magazine regardless than stare at my computer screen (I do enough of that when I'm playing on the PS-X).

Anyway, keep up the brilliant work!

Carl Gobelman
msn.com

It is virtually impossible to have a subscribers-only section on our website. People have been known to swipe Game Informer magazine out of their neighbor's mailboxes, and security issues surrounding a special webpage would be a nightmare. We have to admit that we have slacked off a little in the online review department, but readers of the magazine always get the bottom line first. The same holds true for Play To Perfection.

Reiner Sighting



I have subscribed to your mag for about two years and I have a question. I recently played Crash Bandicoot: Warped and during the credits it said the name Reiner. Did our very own Reiner help with the making of Crash 3 and if so, how?

Charlie Capouet
Fair Lawn, NJ

Reiner has taken a special interest in Crash Bandicoot ever since he played the first game. He has often talked to Naughty Dog late into the night, ribbing their ideas and passing on many an idea from Mount Reiner. So in a way, Reiner gives free game development consultations to Naughty Dog. Which should continue past his help on the Bandicoots, as Naughty Dog is now working on several new projects, one of which may very well be a character-based racing game. In exchange for Reiner's services, the dogs let him wash their cars.

The Runner-ups...



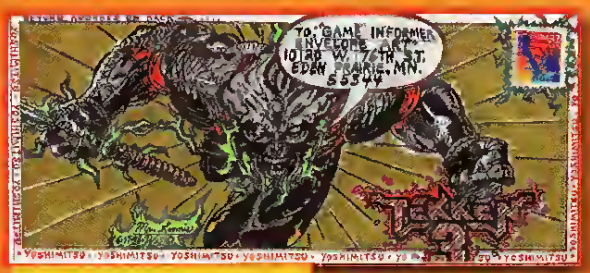
James Lebick
Chicago, IL - Oct '98







Juan Estrella
Delano, CA - May '98



Lonnie Watts
Chicago, IL - Sept '98

Nathan Norcome
Philadelphia, PA - Apr '98



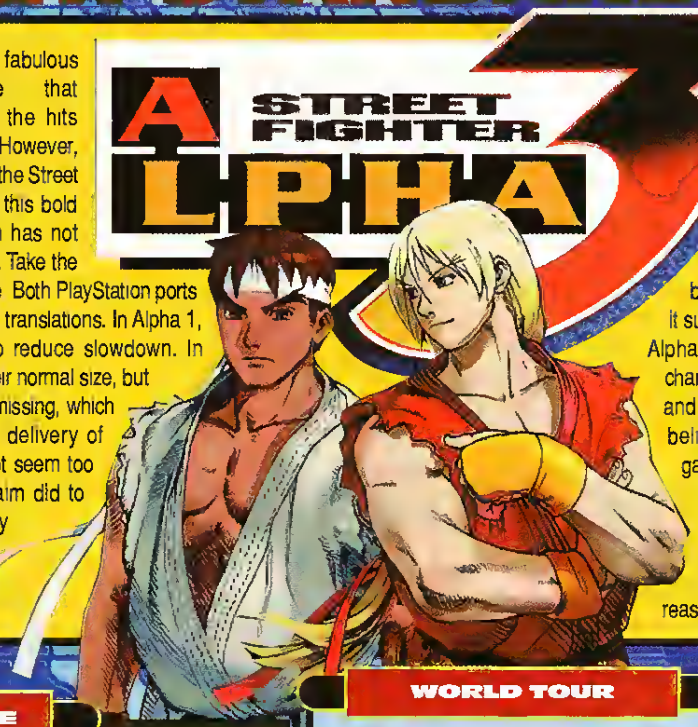


Erin Mehlos
Watertown, WI - Feb '98

THE NEW STANDARD IS SET

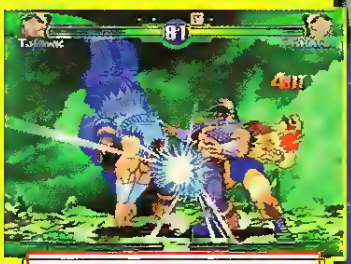
The PlayStation is a fabulous console machine that continually delivers the hits over and over again. However, Capcom fanatics (namely the Street Fighter following) may disagree with this bold statement. You see, the PlayStation has not been very friendly with the 2D fighters. Take the Street Fighter Alpha series for example. Both PlayStation ports have failed to deliver authentic arcade translations. In Alpha 1, the character sizes were shrunk to reduce slowdown. In Alpha 2, the characters maintained their normal size, but frames of animation were noticeably missing, which in turn, completely messed up the delivery of moves. Now, these problems may not seem too terribly bad (considering what Acclaim did to X-Men: Children of the Atom), but they were enough to send Capcom nuts packing in search of another fix. But with the Saturn six feet under, there were really no other options to pursue. So now, the SF crowd is faced with a difficult choice. They can either translate all of their funds into quarters and live in an arcade, or give the PlayStation one last chance.

We'd love to toy and taunt the Street Fighter fans out there as much as possible, but instead (since we don't have the room to do it sufficiently), we'll come straight out and say that Alpha 3 will not disappoint. From the drastically changed front end that features new modes galore and tons of outstanding options, to the "I can't believe that's PlayStation" animation and gameplay, Alpha 3 is a blessing in every way possible. The gameplay is almost identical to that of its arcade counterpart. If this is just a glimpse at what Capcom has in store for all of its upcoming fighters, then there's much reason for rejoicing. ■



DRAMATIC MODE

Capcom teased us with a brief taste of what this mode might be like in Alpha 1. Now, you'll truly understand what makes it so special. The Dramatic mode allows two human controlled characters to combat one CPU controlled enemy. In Alpha 1, only Ken and Ryu versus M. Bison was available. Now, every character can be mixed, matched, and assaulted. Combine the most likely characters (like R.Mika and Zangief) into one dynamic team, or create the most unlikely alliance (like Dan and Dhalsim). If you thought you were a studly fighter by yourself, then just wait until you see what kind of damage can be dealt out with a friend or CPU ally. This mode runs smoothly and doesn't struggle with delivering smooth play and constant framerates. It's truly amazing!



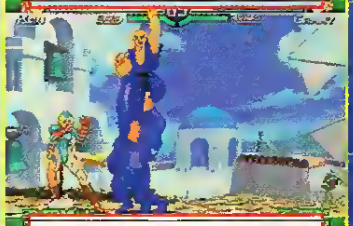
2-players can take on the CPU.

WORLD TOUR

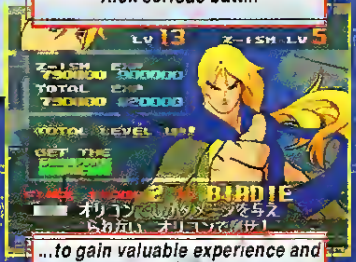
In the World Tour mode you'll actually build up character levels just like you would in any modern day RPG. To do this you'll need to gain experience points by beating opponents. The better you fight, the more experience you'll gain. Along the way you'll also unlock individual abilities that affect -isms and attributes that allow you to balance power and defense. Before each match, your character can be customized to your liking to meet the needs of certain battles. Sometimes opponents cannot be topped unless a V-ism is used. Other times you'll face battles consisting of two CPU opponents. You'll want to gather up as much experience as possible because your created character can be saved and used within the Versus mode against normal CPU opponents and other player-created characters.



Choose your destination.



Kick serious butt...



...to gain valuable experience and -ism abilities.



Sometimes you'll need to take on legions of warriors (two at a time of course).



Accomplish certain feats and new modes will appear.



The Training mode is much more complete now.



Then, customize your character.



Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** New World Tour Mode With Experience Gaining; 3 PlayStation-Exclusive Characters (Plus More Hidden); PocketStation & Dual Shock Compatible
- **Created by:** Capcom
- **Available:** March 16 for PlayStation (Now in Japan)

85% Complete



WORLD WARRIORS REUNITED!!!

The sheer amount of modes and features is enough to leave any SF nut baffled for hours. Imagine our surprise when we saw that T. Hawk, Dee Jay, and Fei-Long were implemented as PlayStation exclusive characters. Awesome! That's right, the boys from Super Street Fighter II are back to rumble the home machines once again. All three of the characters are equipped with Super moves and new animations. Their appearances leave Guile as the only remaining SF II character not featured in Alpha 3. Hmmm.

POCKETSTATION

The PocketStation allows you to build up a character in almost the same manner as the World Tour mode. However, the PocketStation doesn't feature any sort of amazing combat or innovative techniques. No sir. To power up a character you'll need to play simple hit or miss training games. When you're through working out, your character will remain saved and can then be loaded to use against the CPU or player-created character.



An Interview with
NORITAKA FUNAMIZU



Game Informer recently had the honor to talk about Street Fighter Alpha 3 and the future of Capcom development with Mr. Noritaka Funamizu, general producer for Capcom Research & Development (R&D). Though he is slightly secretive, his answers give us a glimpse into Capcom's development techniques.

Game Informer (GI): What other games have you produced or worked on?

Noritaka Funamizu (NF): Darkstalkers series, etc.

GI: **What is your favorite fighting game?**

NF: Power Stone.

GI: **What are the meetings like for starting a new Street Fighter game? Are the discussions heated battles over which character should return, what type of -isms to use, and about gameplay balance?**

NF: As for the characters, there are several different ways to the creation process. Sometimes the idea comes from the artists from a sheer design perspective and other times it comes from the game designers for sheer gameplay needs. It is also possible to choose a character based on the popularity among fans. We decided to include Vega in Alpha 3 since so many fans wanted him back.

As for the game system, I try to listen to as many opinions as possible. Even from people outside of the team. As a result, we could not pick one universal game system this time and that's why we came up with the -ism select system.

GI: **How difficult was it to differentiate this Street Fighter from the rest?**

NF: It was not difficult at all. There is no need for us to worry about the rest since Street Fighter is THE fighting game and we always create the trend.

GI: **How much input did you have on the overall design of Alpha 3?**

NF: Not much. Opinions from the team members always count most. My job is to spice up their ideas.

GI: **Were the three additional characters (T. Hawk, Dee Jay, and Fei-Long) originally planned for the arcade version before being implemented into the PlayStation game?**

NF: No they were not. The game already used the memory to the maximum capacity of CPS2 system and there was no room for the three additional characters.

GI: **Were there any other characters that didn't make the final cut?**

NF: No, there were none.

GI: **Mika is the only character in Alpha 3 that doesn't have a history within any Capcom games. What was the inspiration to create this new character? And can we expect to see more new characters in upcoming SF games?**

NF: We created R. Mika to enhance the gameplay. We needed a tricky and technical character. She was not a female wrestler in the beginning. Since we designed R. Mika as a technical character, we needed someone in contrast to her. Thus Karin was created. We are not sure if more new characters will be introduced in upcoming SF games.

GI: **Alpha 3 is by far the best PlayStation 2D fighter out there. It moves incredibly fast. The animation is superb and arcade-like. And the loading is minuscule. How did you pull all of this off? Did you tap into a new source of power on the PlayStation?**

NF: We think it's only because the team members have become accustomed to PlayStation hardware. Alpha 3 was created by the same team who did Alpha 2. I think the programmers did a fantastic job this time.

GI: **Alpha 3 is Capcom's first game with PocketStation support. Looking ahead, how else do you think the PocketStation will enhance future fighting games?**

An Interview with
BILL GARDNER



When Game Informer does a story on Capcom or Street Fighter, we head to the top and grill Capcom Entertainment's president, Bill Gardner, with as many questions as possible. This time though, Bill didn't slam the door in our face. He actually sat down and answered our questions. Cool!

Game Informer: **You haven't been with Capcom too terribly long, explain to our readers what you did in your pre-Capcom days?**

Bill Gardner: Prior to Capcom, I was with Panasonic for 14 years. My most recent position at Panasonic was that of vice president responsible for the founding of the Panasonic Software Company and its entry into the interactive software business. I was also in the first classes to graduate with a bachelor's degree in computer science from the University of New Hampshire.

GI: **Will Capcom continue to stand strong in the diminishing arcade scene?**

BG: Capcom will always be a leader in the coin-op industry. As long as people keep playing them, we'll keep making them. Capcom continues to take a leadership role in the industry. We own several arcades internationally that are breathing new life to the market. These arcades receive constant support from our internal coin-op division. Capcom will also be supporting Sega's Naomi arcade board in 1999. With its amazing graphics, Naomi offers the arcade player an intense gaming experience unlike any other.

GI: **What are you doing to bolster Capcom's presence in the arcades?**

BG: Recently, Capcom sponsored an International Street Fighter Alpha 3 tournament. This was a worldwide tournament that boasted over 10,000 entrants throughout Japan and North America. Events like this, coupled with innovative product placement, will allow Capcom to flourish in the arcade arena.

GI: **We've heard rumors that Capcom Japan isn't too fond of Capcom U.S. Is this just a viscious lie? Or is there actually some animosity between the two bodies?**

BG: This couldn't be further from the truth. Our relationship with Japan couldn't be better. We talk to Japan daily. Myself and others at Capcom also visit Japan on a monthly basis. Communication is the key to success in any business. With the support between the two divisions, Capcom has achieved a high level of success worldwide.

GI: **After Fox Hunt, Capcom U.S.'s infernal development has been rather quiet. Is Capcom still developing internally? Or does Japan hold all the sticks?**

BG: Capcom Japan has one of the finest research and development staffs in the industry. They continue to create Capcom's arcade and console products. Capcom Digital Studios in the U.S. is working on a few projects that we look forward to releasing in 1999.

GI: **Here's an odd question: Why did Capcom's U.S. division change the names of certain Street Fighter and DarkStalker characters from the original Japanese versions?**

BG: While we strive to keep our games close to the Japanese version, it is important that our characters are easily identifiable to American consumers. When we change a name, it is to make the character more recognizable to the American player. We might also change the characters name to better personify a character.

GI: **How successful has the Fighter's Edge promotion and label been?**

BG: Fighter's Edge has had resounding success! Within the first 90 days of the launch of the program, we already had 35,000 participants. Part of the program is to award a Fighters Edge member with an arcade unit. One lucky 11-year-old boy from Palmdale, California recently received Super Gem Fighter. Next quarter we will pick another name. The Fighters Edge program will only grow stronger in 1999.

GI: **Mr. Okomoto was quoted by the Japanese press as saying that the PlayStation would get Resident Evil 3 and the Dreamcast would land Resident Evil 4. What about the Nintendo 64? Is there some Evil in its future? And what about the next machine from Sony?**



TAKA FUNAMIZU • NORITAKA FUNAMIZU

NF: There is so much fun stuff you can do with PocketStation. It all depends on the designer's idea. I was very sorry to hear that Sony had to delay the release by a month (in Japan).

***GI:* All right. We gotta know. Who would really win in a fight, Ken or Ryu?**

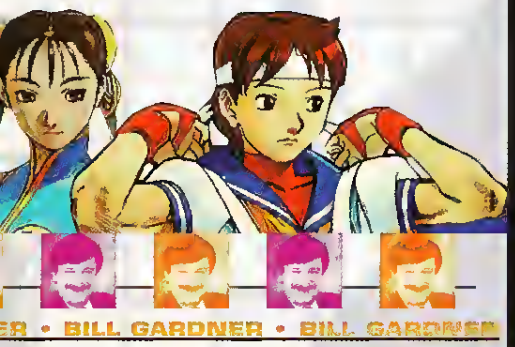
NF: Their fight will never end. We leave the result to each player's imagination.

***GI:* Now that Alpha 3 is behind you, what is your next project?**

NF: Resident Evil 4!! No just kidding...I can't tell you right now. Sorry!!

***GI:* Lastly, we were just wondering why Akuma has showed up as a hidden character in almost every 2D Capcom fighter? Is it some kind of running joke? Or is there a great significance?**

NF: There's no specific reason. I personally do not support the idea very much...Maybe it's because Akuma is a character that can fit within any game design nicely



ER • BILL GARDNER • BILL GARDNER

BG: Resident Evil has been an enormous success for Capcom. It is true that Japan has announced there will be a Resident Evil product for the new Dreamcast system. You can be assured that this award-winning, and million unit selling series is a strong contender for the Nintendo 64 as well

***GI:* The latest news from Japan is that Capcom is currently preparing a Street Fighter Vs. Spawn game. When can we expect to get our hands on this hellacious fighter?**

BG: That sounds pretty exciting, doesn't it? I wish I could tell you more about this, but at this time, we can neither confirm nor deny this rumor.

***GI:* After years of absence, Capcom finally brought back the Disney license with Magical Tetris Challenge. Was this just a one-time shot in the dark? Or will we see more Disney product?**

BG: Capcom has always had a solid relationship with Disney that goes back many years. While there is no announcement regarding future Disney titles, we would naturally welcome the opportunity to work with them again.

***GI:* All right. We gotta know. Who would win in a fight, Ken or Ryu?**

BG: Kryu would win...I'm kidding. That decision is left up to every fan who pits the two against each other.

***GI:* Damn! Would somebody at Capcom answer that stinkin' question!**

Street Fighter Alpha 3

Play to Perfection

a game monger's strategy guide

LEGEND

Note: All directions are given assuming the character is facing right

↑ – Up
↖ – Up/Back
↗ – Up/Forward
↓ – Down
→ – Forward
↘ – Down/Forward
↓↘→ – Quarter Circle Forward
←↙↓↘→ – Half Circle Forward
← – Back
↙ – Down/Back
↓↙← – Quarter Circle Back
→↘↓↙← – Half Circle Back
– Rotate 360
any direction – hit any direction

K – Kick
KK – Any 2 Kicks Simultaneously
KKK – All 3 Kicks Simultaneously
P – Punch
PP – Any 2 Punches Simultaneously
PPP – All 3 Kicks Simultaneously
LK – Light Kick
MK – Medium Kick
HK – High Kick
LP – Light Punch
MP – Medium Punch
HP – Hard Punch
(air) – Move or technique works in the air

(close) – Standing near opponent
(far) – From a distance
(outside sweep) – Outside sweep distance
(block) – When blocking
(down) – When knocked down
(wall) – Bounce off of left or right wall (stage boundary)
(land) – As you land from a jump
(overhead) – Move that hits when opponent is in a defensive crouch
(attack) – When you are being attacked by an opponent – basically countering

BASIC MOVES

Blocking (air) – Hold ← or ↙ to guard against attacks

Counter Attack – Attack at the same time as the opposition.

Alpha Counter – To land this counter you will need to press F and the same strength P + K that the opponent just used

Reduce Damage – When attacked by multi-hit assaults rapidly tap any button and the directional pad to reduce the impact

Throw (air) – Press ← or → and PP or KK to toss/grapple an opponent.

Roll Recovery – Press KK when knocked down by High attack.

Air Recovery – Press ← or → + PP when attacked in air.

Tech Recovery – Press → + PP or KK when thrown.

Taunt (air) – Simply press Select to make your character taunt the opponent. Some characters feature a second taunt that can be accessed by pressing → + Select. Dan and Dhalsim have extra taunts (see individual character listings). Taunts performed by Akuma, Honda, Birdie, Sakura, Chun-Li, Dan (only X-ism), Rolento, and Sodom will land damage on the opponent.

POP-UPS

A pop-up is a move that launches the opponent into the air allowing for juggles and combos to be performed. The majority of the time, countering will initiate a pop-up, but sometimes pop-ups are created by specials and basic moves.

TWO IN ONES

The two in one is the easiest combo in the Street Fighter universe. But they are also the key to unlocking bigger and better combos. The way a two in one is executed is by first hitting any punch or kick button and then immediately launching into a special move. For example, if you are using Ken and you strike with a fierce, immediately execute a Sho-Ryu-Ken or Hadou-Ken the second the animation begins. If done correctly, the two moves should link together for more hits.

GAUGE SPECIFICS

Supers – When one of these moves lands, devastation follows. The Supers can only be used when the Super Gauge is filled to the proper requirement. Some moves require Level 3 status, others simply work when the bar flashes. No Supers can be used within the V-ism.

Custom Combos – Simultaneously press the same strength P and K to activate a Custom Combo. You'll need at least 50% of the Gauge filled to initiate a Combo. The Custom Combo will speed up your characters movements and will also apply a trail of shadows behind the character. One of the shadows mimics your moves. To access the first shadow press LP + LK. For the second press MP + MK. And for the third press HP + HK. The shadow you choose will be accompanied by a darker tint.

Guard Gauge – Each time you block an attack the Guard Gauge will deplete. However, the Gauge will replenish when blocking is not applied. If you block too many attacks within a certain amount of time your character will be Guard Crushed. When this happens the character is rendered defenseless, plus the size of the Gauge will shrink (allowing for quicker Crushes). Note: The Gauge will not replenish when you take on damage.

BOSS BREAKDOWN

In the Arcade mode you'll face at least three different bosses. Some characters face four. The bosses land in the fifth, ninth, and tenth rounds. Not every boss is the same for each character. The bosses you face pertain to the story of each individual character. Here's who fights who.

Character	Round 5	Round 9	Round 10(SUB)	Round 10
Adon	Ken	Rose	N/A	M.Bison
Akuma	Adon	Guy	N/A	M.Bison
Balrog	Akuma	Sagat	N/A	Ryu
Birdie	E. Honda	Blanka	Balrog	M.Bison
Blanka	Dan	Zangief	Balrog	M.Bison
Cammy	Dhalsim	Vega	Juni & Juli	M.Bison
Charlie	Cammy	Rolento	N/A	M.Bison
Chun-Li	Birdie	Cammy	Juni & Juli	M.Bison
Cody	Birdie	Guy	N/A	M.Bison
Dan	Chun-Li	Sagat	Balrog	M.Bison
Dee Jay	Adon	Sagat	N/A	M.Bison
Dhalsim	Rose	Birdie	Juni & Juli	M.Bison
E. Honda	Ryu	Sodom	N/A	M.Bison
Fei-Long	Balrog	Vega	N/A	M.Bison
Gen	Ryu	Akuma	N/A	M.Bison
Guy	Karin	Gen	N/A	M.Bison
Juli	Akuma	Sagat	N/A	Ryu
Juni	Akuma	Sagat	N/A	Ryu
Karin	Blanka	Sakura	Juni & Juli	M.Bison
Ken	Karin	Sakura	N/A	M.Bison
M. Bison	Akuma	Sagat	N/A	Ryu
R. Mika	Karin	Zangief	Balrog	M.Bison
Rolento	Sodom	Cody	Balrog	M.Bison
Rose	Guy	Vega	Juni & Juli	M.Bison
Ryu	Rose	Ken	N/A	M.Bison
Sagat	Dan	Ryu	N/A	M.Bison
Sakura	E. Honda	Ryu	N/A	M.Bison
Sodom	Rolento	Chun-Li	N/A	M.Bison
T.Hawk	Charlie	Juli	N/A	M.Bison
Vega	Zangief	Cammy	N/A	M.Bison
Zangief	Rolento	Chun-Li	N/A	M.Bison

Stay tuned to upcoming issues and we'll deliver all the codes and secrets you seek.

ISMS

Technique	X-ism	A-ism	V-ism
Air Blocking	No	Yes	Yes
Supers	Yes	Yes	No
Custom Combo	No	No	Yes
Gauge Refill	Gradual	Average	Quick
Gauge Levels	1	3	2
Guard Levels	Strong	Varied/Character	Varied/Character
Alpha Counters	No	1 Gauge Level*	50% Gauge Level**
Roll Recovery	No	Yes	Yes
Air Recovery	Yes	Yes	Yes
Taunting	Only Dan	Yes	Yes

*Requires at least one level of the Gauge filled
**Requires at least 50% of the Gauge filled

X-ISM (SIMPLE MODE)

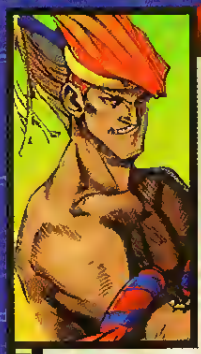
Aside from the chart above, general moves within land more damage per hit. However; only one Super is available per character

A-ISM (STANDARD MODE)

The A-ism affects the usage of Supers. The level of power used in LP and LK for Level 1, MP and MK for Level 2, and HP and HK for Level 3. Some characters can only use certain Supers with the Gauge maxed at Level 3. The A-ism (Alpha) is known as the Z-ism (Zero) in Japan.

V-ISM (VARIATION MODE)

The Gauge bar refills incredibly fast allowing for serious Custom Combo usage, however, all of the characters deal out less damage per hit in this mode. This mode also features exclusive basic moves for certain characters.



ADON

Height: 182cm
Weight: 73kg
Blood Type: B



ADON ADON ADON AI

XAV Rising Jaguar – →↓↘ + K
XAV Jaguar Tooth – →↘↓↙← + K
XAV Shoulder Smash – → + MP (overhead)
AV Jaguar Swoop – ←, ↓, ↙ + K
X Jaguar Swoop – ↑ + K

SUPERS

XA Jaguar Assault – ↓↘→, ↓, ↘ + P
XA Jaguar Assault (Punch) – ↓↘→, ↓, ↘ + P, tap P repeatedly
XA Jaguar Assault (Kick) – ↓↘→, ↓, ↘ + P, tap K repeatedly
A Jaguar Revolution – ↓↘→, ↓↘→ + K

MOVES



BLANKA

Height: 192cm
Weight: 98kg
Blood Type: B



LANKA BLANKA BLANKA BLAN

XAV Electricity – P (tap repeatedly)
XAV Rolling Attack – ← charge → + P
XAV Backflip Roll – ← charge → + K
XAV Vertical Roll – ↓ charge ↑ + K
XAV Quick Hop – KKK
XAV Quick Hop Back – ← + KKK
XAV Slide – ↘ + HP
XA Headbutt – (close) ← or → + MP
V Headbutt – (close) ← + MP

SUPERS

XA Bowling for Bananas – ← Charge →, ←, → + P (hold P to pause)
A Mix Master Melon – ↙ charge →, ←, ↗ + K, then P or K (hit melons after)

MOVES



BALROG

Height: 198cm
Weight: 102kg
Blood Type: A



ALROG BALROG BALROG BALRO

XAV Dashing Smash – ← charge → + P
XAV Dashing Punch – ← charge → + K
AV Dashing Blow – ← charge ↘ + P
AV Dashing Uppercut – ← charge ↘ + K
AV Master Headbutt – (down) ↓ charge ↑ + P
XAV Turn Punch – hold PPP or KKK then release

SUPERS

X Missile Jab – ← charge →, ←, → + P or K
A Missile Jab – ← charge →, ←, → + P
A Corkscrew Blow – ← charge →, ←, → + K [Level 3]

MOVES

EXTRA INTROS

Alpha 3 is home to some great special entrances. If the characters have history between one another, then expect to see a different scene when they meet up for a fight. Ken gives Ryu a noogie, Akuma and Gen duke it out, and Zangief and Mika take to the spotlight. Check out the list below to see which match-ups create new scenes. Most of them are quite funny.

Adon vs. Sagat
Akuma vs. Gen
Bison vs Cammy
Charlie vs. M. Bison (final stage only)
Cody vs. Guy
Dan vs. Sagat
Dan vs. Blanka
E. Honda vs. Sodom
Karin vs. Sakura (Sakura must be CPU)
Guy vs. Karin (Karin must be CPU as mid boss)
Ken vs. Ryu
R. Mika vs. Zangief
Ryu vs. Sagat
Ryu vs. Sagat II (Sagat must be CPU)
Ryu vs. Sagat III (Sagat must be CPU w/X-ism)
Sakura vs. Dan

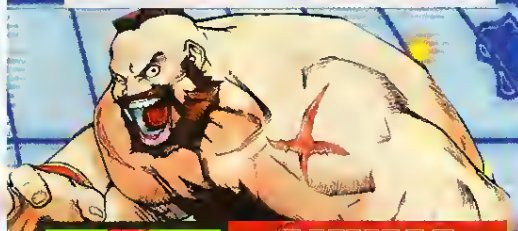
SECRETS

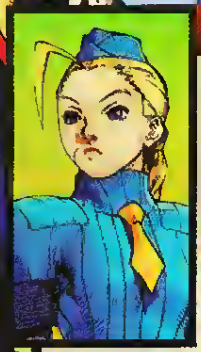
Team Battle Mode – Complete five territories in the World Tour mode.

Survival Mode – Complete eight territories in the World Tour mode.

Dramatic Battle & Final Battle Modes – Beat the Arcade mode on the highest difficulty to unlock these two modes.

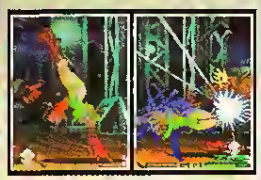
Evil Ryu & Guile – They're back, and from what we've heard, they're hidden quite well. Some say that these characters are timer released, others say that they can be unlocked within the World Tour mode.





CAMMY

Height: 164cm
Weight: 46kg
Blood Type: ?



CAMMY CAMMY CAMMY CAMMY C

XAV Spiral Arrow – ↓↘→ + K
XAV Cannon Spike – →↓↘ + K
V Cannon Strike – ↗, ↓↙← + K
V Cannon Revenge – →↘↓↙← + P
XA Spinning Knuckle – →↘↓↙← + P
XAV Hooligan Combo – ↓↘→, ↗ + P, then...
Fatal Leg Twister – (close) Hooligan Combo, ← or → + K (high)
Scissors Choke – (close) Hooligan Combo, Fatal Leg Twister (low)

SUPERS

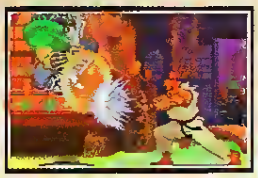
XA Spin Smasher – ↓↘→, ↓, ↘ + K
A Cannon Barrage – ↓↙←, ↓, ↙ + K [tap repeatedly]
A Maximum Cannon – ↙ charge →, ←, ↗ + K [Level 3]

MOVES



AKUMA

Height: 178cm
Weight: 80kg
Blood Type: ?



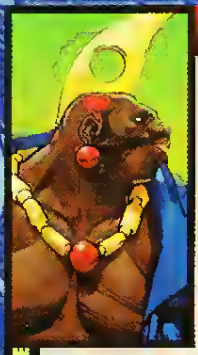
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XAV Gou Hadou-Ken – ↓↘→ + P
XAV Zankuu Hadou-Ken – (air) ↑, ↓↘→ + P
XAV Flame Hadou-Ken – →↘↓↙← + P
AV Roll – ↓↙← + P
XAV Gou Shouryuu-Ken – →↓↘ + P
XAV Tatsumaki – (air) ↓↙← + K or ↓↙←, ↖ + K
XAV Shadow Walk – →↓↘ + PPP or KKK
XAV Shadow Walk (Back) – ←, ↓, ↙ + PPP or KKK
AV Hyaku Flip – ↓↘→ ↗ + P, then ..(idle for Slide)
AV Palm Punch – Hyaku Flip, P
AV Neck Slam – Hyaku Flip, (close) P
AV Suicide Kick – Hyaku Flip, K
AV Flip Slam – Hyaku Flip, (close) K
XAV Heel Slash – ↗, ↓ + MK
XAV Overhead Chop – → + MP
XAV Mini-Tetsu – → + MK

SUPERS

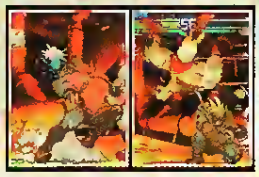
A Messatsu Gou Hadou-Ken – →↘↓↙←, →↘↓↙← + P
A Messatsu Gou Shouryuu-Ken – ↓↘→, ↓, ↘ + P
A Tenma Gou Zankuu – ↑, ↓↘→, ↓, ↘ + P
XA Raging Demon – LP, LP, →, LK, HP

MOVES



BIRDIE

Height: 216cm
Weight: 111kg
Blood Type: O



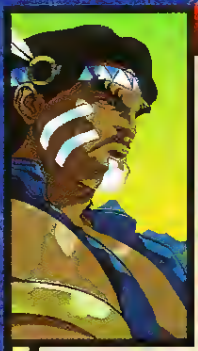
BIRDIE BIRDIE BIRDIE BIRDIE E

XAV Bull Head – ← charge → + P
XAV Bull Smash – charge PP or KK then release
1-2 seconds – Punch 1
3-4 seconds – Punch 2
5-8 seconds – Punch 3
9-15 seconds – Punch 4
16-99 seconds – Punch 5
XAV Death By Chain – + P
XAV Fury O' Chains – + K
XAV Breast Stroke – ↑, ↓ + HP
XAV Heel Kick – → + HK
XA Smash Hammer – (close) HP, ↑ + P or K

SUPERS

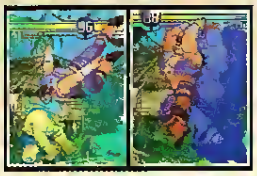
XA Home Run Head Smash – ← charge →, ←, → + P
A Bull Revenger – ↓↘→, ↓, ↘ + P or K

MOVES



T.HAWK

Height: 230cm
Weight: 162kg
Blood Type: O



HAWK T. HAWK T. H

XAV Body Splash – (air) ↘ + P
XAV Diving Condor – (air) PPP
XAV Rising Hawk – →↓↘ + P
XAV Spinning Slam – + P
AV Chop – ←↓↙ + P

SUPERS

XA Super Spinning Slam – , 360 + P
A Super Rising Hawk – ↓↘→, ↓, ↘ + P

MOVES

CHARLIE



Height: 186cm
Weight: 84kg
Blood Type: AB



CHARLIE CHARLIE CHARLIE CHARL

XAV Sonic Boom – ← charge → + P
XAV Somersault Shell – charge ↓, ↑ + K
AV Dash – →, →
AV Knee Assault – Press K during Dash
X Knee Assault – ← or → + LK
XAV Jump Sobat – ← or → + MK
XAV Step Kick – ← or → + HK
XA Uppercut – HP
V Uppercut – ← + HP
AV Spinning Knuckle – → + HP

SUPERS

A Sonic Boom Chain – ← charge →, ←, → + P [tap repeatedly]
A Somersault Shell Chain – ← charge →, ←, → + K
XA Somersault Justice – ↙ charge →, ←, ↗ + K

MOVES

CHUN-LI



Height: 169cm
Weight: ???
Blood Type: A



UN-LI CHUN-LI CHUN-LI CHUN-LI CHUN-L

AV Kikou-Ken – ←↙↓↘→ + P
AV Sen'en Shuu – →↘↓↙← + K
X Open Palm – ← charge → + P
X Spinning Bird Kick – ← charge → + K
X Extended Spinning Bird Kick – ↑, ← Charge → + K
AV Vertical Bird Kick – ↓ charge ↑ + K
X Vertical Bird Kick – (down), ↓ charge ↑ + K
XAV Lightning Kick (Thunder Thighs) – K [tap repeatedly]
XAV Kaku Kyaku Raku – ↘ + HK
XAV Sankaku Tobi – ↑ (wall), press →
XAV Pogo – ↓ + MK

SUPERS

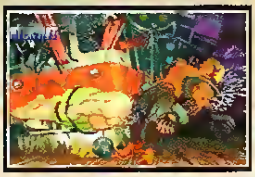
A Hanzen Kyaku – ↙ charge →, ←, ↗ + K
A Kikou-String – ↓↘→, ↓↘→ + P
XA Master Lightning Chain – Charge ←, →, ←, → + K

MOVES

HONDA



Height: 185cm
Weight: 137kg
Blood Type: A



DMOND HONDA EDMOND

XAV Hyakuretsu Harite – P [tap repeatedly]
XAV Super Zutsuki – ← charge → + P
XAV Oitchou-Nage – + P
XAV Mega Trounce – ↓ charge ↑ + K
XAV Sweep – → + HK
XAV Sumo Knee – (close) → + MK

SUPERS

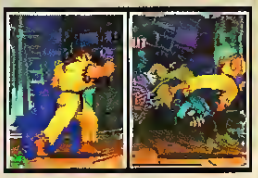
A Sumo Sandwich – , + P [Level 3]
XA Musou Oni – ← charge →, ←, → + P
A Fuji Orroshi – ← charge →, ←, → + K

MOVES

DAN HIBIKI



Height: 177cm
Weight: 74kg
Blood Type: O



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XAV Gadou-Ken – ↓↘→ + P
XAV Kouryu-Ken – →↓↘ + P
XAV Dankuu-Kyaku – ↓↙← + K
AV Floating Dankuu-Kyaku – (air) ↑, ↓↙← + K
XAV Power Taunt – ↓↘→ + Select or ↓↙← + Select
V Force Propel – (block) → + PPP [tap repeatedly]

SUPERS

XA Hisshou Burai Ken – ↓↙←, ↓↙← + K
A Shin Kuu Gadou-Ken – ↓↘→, ↓↘→ + P
A Kouryu-Rekka – ↓↘→, ↓, ↘ + K
A Super Taunt – ↓↘→, ↓↘→ + Select [Level 1]
A Victory Taunt – ↓↙←, ↓↙← + Select [Level 3]

MOVES

CODY



Height: 185cm
Weight: 80kg
Blood Type: O



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XAV Bad Stone – ↓↘→ + P [hold P to delay 2 seconds]
AV Fake Bad Stone – ↓↘→ + Select
XAV Criminal Upper – ↓↙← + P
XAV Raffian Kick – ↓↘→ + K
XAV Vault Spray – (down) ←, ↙, ↓ + P
XAV Pick Up – (near knife) ↓ + PP
XAV Stab – [knife] P
XAV Chuck – [knife] ↓↘→ + P
XAV Gut Punch – → + MP
XAV Face Kick – → + HK
V Evasion – (attacked) Hold ←

SUPERS

XA Jail Break – ↓↘→, ↓↘→ + P
A Explosive Knee – ↓↘→, ↓↘→ + K

MOVES

GUY



Height: 179cm
Weight: 72kg
Blood Type: O



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XAV Izuna-Otoshi – ↓↘→ + P, (close) P
XAV Izuna no Chuu Otoshi – ↓↘→ + P, (far) P
XAV Houzantou – ↓↙← + P
XAV Senpuu-Kyaku – ↓↙← + K
XAV Hya-Gake – ↓↘→ + K
XAV Dash-Shin Kick – ↓↘→ + LK, K
XAV Dash-Sweep – ↓↘→ + MK, K
XAV Dash-Roundhouse – ↓↘→ + HK, K
XAV Shoulder – ↑, ↓ + MP
XAV Overhead Bash – → + MP
XAV Flip Kick – ↘ + HK
XAV Wall Bounce – ↑ (wall), →
XAV Fist Chain – (close) LP, MP, HP, HK
X Flip Chain – (close) LP, MP, HP, ↓ + HK

SUPERS

A Final Justice – ↓↘→, ↓, ↘ + P
A Swift Brutality – ↓↘→, ↓, ↘ + K
XA Blackout Death – →↘↓↙←, →↘↓↙← + P

MOVES

DEE JAY



Height: 184cm
Weight: 92kg
Blood Type: AB



DEE JAY DEE JAY DEE JAY DEE JAY

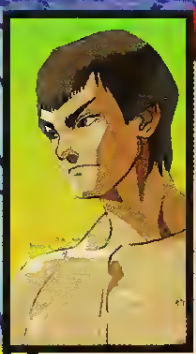
MOVES

- XAV Air Slasher – ← charge → + P
- XAV Rolling Sobat – ← charge → + K
- XAV Machine Gun Upper – ↓ charge ↑ + P [tap repeatedly]
- XV Scissors Kick – ↓ charge ↑ + LK
- XV Double Scissors – ↓ charge ↑ + MK
- XV Rising Scissors – ↓ charge ↑ + HK

SUPERS

- A Machine Gun Juggle – ↙ charge ↘, ↙, ↑ + P
- A Rising Storm – ↙ charge ↘, ↙, ↑ + K
- XA Super Rolling Sobat – ← charge →, ←, → + K

FEI-LONG



Height: 172cm
Weight: 60kg
Blood Type: O



FEI-LONG FEI-LONG FEI-LONG FEI-LONG

MOVES

- XAV Rekka-Ken – ↓↘→ + P
- XAV Rekka-Ken Chain – ↓↘→ + P, ↓↘→ + P, ↓↘→ + P
- XAV Shin-Kyaku – ←, ↓, ↙ + K
- XAV Hop Kick – → + HK
- XA Vertical Kick – ← + MK
- XA Drifting Vertical Kick – → + MK
- XA Knee – (close) LK
- V Knee – ← + LK
- V Straight Leg – ← + HK
- V Toe Kick – ← + MK
- V Vertical Kick – → + MK

SUPERS

- XA Super Rekka-Ken – ↓↘→, ↓↘→ + P
- A Flaming Jab – ↓↙←, ↓↙← + P
- A Super Shin-Kyaku – ↓↙←, ↓, ↙ + K

GEN



Height: 166cm
Weight: 61kg
Blood Type: O



GEN GEN GEN GEN GEN GEN GEN GEN

MOVES

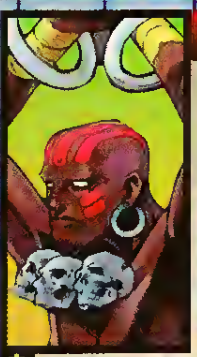
- AV Ansatsu Ken Sou-Ryu – PPP [change style]
- AV Ansatsu Ken: Ki-Ryu – KKK [change style]
- XAV Hyakuren-Kou – P [tap repeatedly]*
- XAV Geki-Rou – →↓↘ + K [tap repeatedly]*
- XAV Jya-Sen – ← charge → + P**
- AV Wall Fling – ↓ charge ↖, ↗ + K**
- AV Quick Slap – ↑, MK**

SUPERS

- A Retribution – ↓↘→, ↓, ↘ + K**
- A Maximum Gen – ↑, ↓↙←, ↓↙← + K**
- XA Sliding Execution – ↓↘→, ↓↘→ + P*
- A Super Hyakuren-Kou – ↓↙←, ↓↙← + P**

*Sou-Ryu Style
**Ki-Ryu Style

DHALSIM



Height: 176cm
Weight: 48kg
Blood Type: O



DHALSIM DHALSIM DHALSIM DHALSIM DHALSIM DH

MOVES

- XAV Yoga Fire – ↓↘→ + P
- AV Yoga Flame – →↘↓↙← + P
- X Yoga Flame – ←↙↓↘→ + P
- AV Yoga Blast – →↘↓↙← + K
- X Yoga Blast – ↓↘→ + K
- X Yoga Teleport – →↓↘ or ←, ↓, ↙ + PPP or KKK
- AV Yoga Teleport (air) – →↓↘ or ←, ↓, ↙ + PPP or KKK
- V Yoga Escape – (down before hitting ground) ←, ↙, ↓ + K
- A Yoga Shock – ← + LP, charge LP
- XAV Yoga Palm – → + LP
- AV Yoga Taunt – ↑, Select
- XAV Drill Kill – ↑, ↓ + HP
- XAV Drill Heel – ↑, ↓ + K

SUPERS

- X Yoga Tempest – ←↙↓↘→, ←↙↓↘→ + P
- A Yoga Inferno – ↓↘→, ↓↘→ + P
- A Yoga Stream – ↓↙←, ↓↙← + P
- A Yoga Strike – ↓↘→, ↓, ↘ + K

JUNI



Height: 162cm
Weight: 46kg
Blood Type: AB



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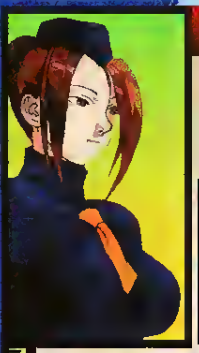
MOVES

- XAV Cannon Spike – ↓ charge ↑ + K
- XAV Spiral Arrow (air) – ← charge → + K
- XAV Earth Direct – + P
- XAV Cannon Strike – ↗, ↓↘→ + K
- XAV Teleport Slide – ↓↘→ + K
- XAV Hyaki – ↓↘→, ↗ + P, then.. (idle for Slide)
  - Leg Twist – Hyaki, (close) ← or → + K (high)
  - Scissors Puncture – Hyaki, Leg Twist (low)
- XAV Overhead Heel – → + MK
- XAV Advanced Block – (block) → + PPP [tap repeatedly]

SUPERS

- XA Burning Streak – ← charge →, ←, → + P
- A Spinning Smash – ↙ charge →, ←, ↗ + K

JULI



Height: 164cm
Weight: 49kg
Blood Type: B



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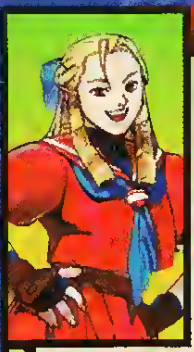
MOVES

- XAV Cannon Spike – →↓↘ + K
- XAV Sniping Arrow – ↓↘→ + K
- XAV Spin Knuckle – →↘↓↙← + P
- XAV Overhead Heel – → + MK

SUPERS

- XA Rising Drill – ↓↙←, ↓, ↙ + K [tap repeatedly]
- A Spinning Drill – ↓↘→, ↓, ↘ + K

KARIN



Height: 162cm
Weight: 48kg
Blood Type: B



KARIN KANZUKI KARIN KANZUKI KARIN KANZU

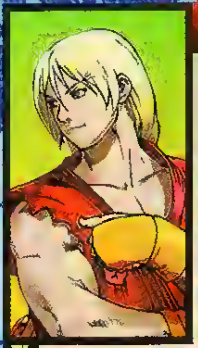
- XAV Guren·Ken – ↓↘→ + P, P, P
- XAV Hou·Shou – After 1st or 2nd hit, → + P
- XAV Ressen·Chou – After 1st or 2nd hit, ↘ + P, P
- XAV Gaeshi Uwadan – After 1st or 2nd hit, ← + P
- XAV Mujin·Kyaku – After 1st or 2nd hit, K
- XAV Barai Kick – After 1st or 2nd hit, ↓ + K
- XAV Ressen·Ha – After 1st or 2nd hit, ↑ + K
- XAV Gaeshi Gedan – After 1st or 2nd hit, ← + K
- XAV Gaeshi Uwadan – ↓↙← + P
- XAV Gaeshi Gedan – ↓↙← + K
- XAV Hou Shou – →↓↘ + P
- XAV Mujin-Kyaku – →↓↘ + K
- XAV Ressen-Chou – ←, ↓, ↙ + P, P
- XAV Ressen-Ha – ↓↘→, ↗ + K
- XAV Kuma Ara – + K
- XAV Roundhouse Kick – → + MK

SUPERS

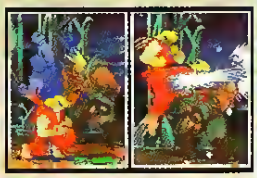
- XA Kenzuki·Kou Punch String – ↓↘→, ↓↘→ + P
- A Kanzuki·Ryu Kou – ↓↘→, ↓↘→ + K

MOVES

KEN



Height: 175cm
Weight: 72kg
Blood Type: B



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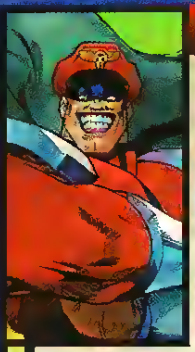
- XAV Hadou·Ken – ↓↘→ + P
- XAV Shouryu·Ken – →↓↘ + P
- XAV Senpuu-Kyaku – (air)↓↙← + K
- XAV Evasive Roll – ↓↙← + P
- XAV Fake Flip – ↓↘→ + Select
- XAV Overhead Kick – → + MK
- XAV Spin Kick – → + HK

SUPERS

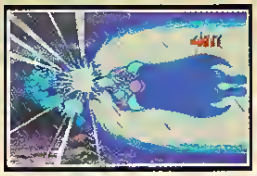
- XA Shouryu·Reppa – ↓↘→, ↓, ↘ + P
- A Super Shouryu·Ken – ↓↘→, ↓, ↘ + K [tap repeatedly] [Level 2 or 3]
- A Super Senpuu-Kyaku – ↓↙←, ↓↙← + K [Level 3]

MOVES

M. BISON



Height: 182cm
Weight: 96kg
Blood Type: A



M. BISON M. BISON M. BISON M. I

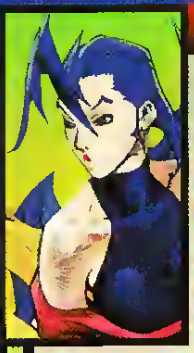
- XAV Double Knee Press – ← charge → + K
- XAV Head Press – ↓ charge ↑ + K
- XAV Diagonal Skull Diver – ← or →, Head Press, P
- AV Skull Diver – ↓ charge ↑ + P, P
- X Psycho Crusher – ← charge → + P
- AV Psycho Shot – ← charge → + P
- X Devil Reverse – ↓ charge ↑ + P
- AV Teleport – →↓↘ or ←, ↓, ↙ + PPP or KKK

SUPERS

- XA Press Nightmare – ↓ charge →, ←, → + K
- A Psycho Crusher – ← charge →, ←, → + P

MOVES

ROSE



Height: 178cm
Weight: 54kg
Blood Type: ???



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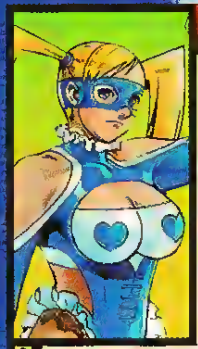
- XAV Soul Spark – ↓↘→ + P
- XAV Soul Thru – →↓↘ + P
- XAV Soul Reflect – ↓↙← + P
- XAV Soul Spiral – ↓↘→ + K
- XAV Sliding – ↘ + MK
- XAV Soul Split – → + HK

SUPERS

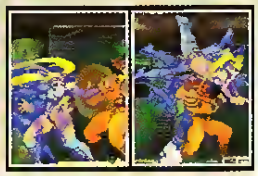
- XA Super Soul Thru – ↓↘→, ↓, ↘ + P
- A Super Soul Spark – ↓↙←, ↓↙← + P
- A Soul Illusion – ↓↘→, ↓, ↘ + K

MOVES

R. MIKA



Height: 168cm
Weight: 62kg
Blood Type: O



AINBOW MIKA RAINBOW MIKA RAINBO

- XAV Flying Peach – ↓↙← + P
- XAV Shooting Peach – ↓↙← + K
- XAV Daydream Headlock – + K [tap repeatedly]
- XAV Paradise Pancake – + P
- XAV Out of Control – ↑, →↘↓↙← + K
- XAV Knee Press – ↖ or ↗, ↓ + LK
- XAV Stomach Press – ↖ or ↗, ↓ + HP
- XAV Slide – ↓ + HK
- XAV Sliding Spin kick – → + MK
- XAV Headbutt – (close) ↙ or ↘ + PP

SUPERS

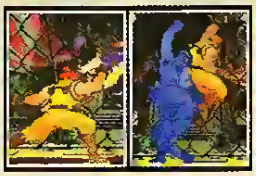
- A Rainbow Hip Rush – ↓↘→, ↓↘→ + P
- A Heavenly Dynamite – , + P [tap rapidly]
- XA Thirteen's Peach Special – ↓↘→, ↓, ↘ + K, then...(P or K from different distances & sides)

MOVES

ROLENTO



Height: 180cm
Weight: 81kg
Blood Type: O



OLENTO ROLENTO ROLENTO ROLENTO

- XAV Patriot Circle – ↓↘→ + P
- XAV Patriot Combo – ↓↘→ + P, ↓↘→ + P, ↓↘→ + P
- XAV Stinger – →↓↘ + K, then press P or K
- XAV Delta Air Raid – ↓↙← + P, then press P
- XAV Backflip & Roll – Press PPP, then press P
- XAV Wall Bounce – ↓↙← + K, move ← or →
- XAV Pogo Landing – ↑, (land) press KKK
- AV Flip Jump – ↓, ↑ or ↙, ↘
- XAV Spike Rod – → + MK

SUPERS

- XA The Hook – ↓↘→, ↓, ↘ + P
- A Steel Rain – ↓↘→, ↓, ↘ + K
- A Grenade Roll – ↓↙←, ↓↙← + P

MOVES

SAKURA



Height: 158cm
Weight: 42kg
Blood Type: A




SAKURA SAKURA SAKURA SAKURA SAKURA

XAV Hadou-ken – ↓↘→ + P [tap to increase damage/reduce range]
XAV Shouou-Ken – →↓↘ + P
AV Flying Otoshi – →↓↘ + K, P [tap repeatedly] or K to fake
X Floating Shunpu-Kyaku – ↑, ↓↙← + K
AV Shunpuu-Kyaku – (air) ↓↙← + K
XAV Overhead Kick – → + MK

SUPERS
A Super Hadou-Ken – ↓↘→, ↓↘→ + P
XA Uppercut Fury – ↓↘→, ↓, ↘ + K
A Helicopter Spin – ↓↙←, ↓↙← + K

MOVES

ZANGIEF



Height: 214cm
Weight: 124kg
Blood Type: A




ZANGIEF ZANGIEF ZANGIEF ZANGIEF ZANGIEF

XAV Double Lariat – PPP or KKK
XAV Screw Piledriver – + P
XAV Flying Powerbomb – + K
XAV Atomic Suplex – (close) + K
X Banishing Flat – →, ↘, ↓ + P
AV Banishing Flat – →↓↘ + P
XAV Flying Body Attack – (air) ↓ + HP
XAV Double Knee Drop – (air) ↓ + LK or MK
XAV Headbutt – (air) ↑ + MP or HP
XV Headbutt – → + HP
XAV Stomach Claw – (close) ↙ or ↘ + PP
XAV Piledriver – (close) ↙ or ↘ + KK

SUPERS
XA Final Atomic Buster – , + P
A Russian Superman – ↓↘→, ↓, ↘ + K

MOVES

SAGAT



Height: 226cm
Weight: 109kg
Blood Type: B



SAGAT SAGAT SAGAT SAGAT SAGAT

XAV Tiger Shot – ↓↘→ + P
AV Tiger Blow – →↓↘ + P
AV Tiger Crush – →↓↘ + K
XAV Ground Tiger Shot – ↓↘→ + K
X Tiger Uppercut – →↓↘ + P
X Tiger Knee Crush – ↓↘→, ↗ + K

SUPERS
A Tiger Cannon – ↓↘→, ↓↘→ + P
A Tiger Fury – ↓↙←, ↓↙← + K
XA Tiger Assault – ↓↘→, ↓, ↘ + K
A Glowing Taunt – ↓↘→ + Select [Level 1]

MOVES

VEGA



Height: 186cm
Weight: 72kg
Blood Type: O



VEGA VEGA VEGA VEGA VEGA VEGA VEGA

XAV Barcelona Attack – ↓ charge ↑ + K, ← or →, P
XAV R. Crystal Flash – ← charge → + P
XAV Sky-High-Claw – ↓ charge ↑ + P
V Scarlet Flip – ↙ charge → + K
XAV Izuna Drop – ↓ charge ↑ + K, ← or →, any direction + P
XAV Heki Hari Tsuki – ↓ charge ↑ + KKK [Vega stage only]
XAV Backslash (High) – PPP
XAV Backflip – KKK
XAV Split Kick – → + HK
XAV Wall Bounce – ↑ (wall), →

SUPERS
XA Super Izuna Drop – ↙ charge →, ←, ↗ + K, ← or →, P
XA Super Barcelona Attack – ↙ charge →, ←, ↗ + K, ← or →, any direction + P
XA Heki Tsuki – ↙ charge →, ←, ↗ + KKK [Vega's stage only]
A Red Impact – ← charge →, ←, → + P [Level 3]
A Scarlet Mirage – ← charge →, ←, → + K

MOVES

RYU



Height: 175cm
Weight: 68kg
Blood Type: O



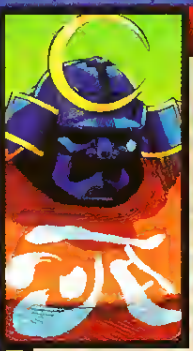

RYU RYU RYU RYU RYU RYU RYU

XAV Hadou-Ken – ↓↘→ + P
XAV Fake Hadou-Ken – ↓↘→ + Select
XAV Flame Hadou-Ken – ↓↘→ + P
XAV Shouryu-Ken – →↓↘ + P
XAV Senpuu-Kyaku – (air) ↓↙← + K
XAV Overhead Smash – → + MP
XV Uppercut – → + HP
AV Mini Senpuu-Kyaku – → + MK

SUPERS
XA Super Hadou-Ken – ↓↘→, ↓↘→ + P
A Super Senpuu-Kyaku – ↓↙←, ↓↙← + K
A Staggered Shouryu-Ken – ↓↘→, ↓, ↘ + K [Level 3]

MOVES

SODOM



Height: 208cm
Weight: 108kg
Blood Type: A



SODOM SODOM SODOM SODOM SODOM

XAV Jigoku-Scrape – ↓↘→ + P
XAV Shiraha-Catch – →↓↘ + K
XAV Slam – + P
XAV Plow – + K
XAV Bladestand – ←, ↓, ↙ + K
XAV Tengu Walking – (land) ←, ↙, ↓ + K
XAV Tengu Walking – (down) ↓↘→ + K

SUPERS
XA Blade Advance – ↓↘→, ↓↘→ + P
A Mega Slam – , + P

MOVES

Dreamcast™



Dreamcast Rocks Japan?

On November 27, 1998, Sega of Japan launched the Dreamcast to eager gamers around the world. Not only were game stores inundated throughout Japan, the demand spread to the U.S. and Europe as importers scrambled to get the machine in the hands of gaming fanatics.

In the first three days of the Dreamcast's launch, Sega of Japan announced that it had sold nearly 141,000 Dreamcast units and distributed another 9,000 for promotional purposes. To no one's surprise, Sega also announced that it had sold close to 132,000 copies of Virtua Fighter 3: Team Battle (VF3tb). Sega introduced a total of four games with the system which we'll review later.

The introduction of the Dreamcast to consumers around Japan was fairly successful, but it was by no means perfect. Reports from Game Informer's Japanese correspondent, Chet Barber, indicated retailers were especially confused about pre-reservation programs and many stores turned potential buyers away. Reports out of Japan also indicated that Sega's CEO, Shoichiro Irimajiri, was disappointed with the company's failure to reach its goal of distributing 200,000 Dreamcasts at launch.

Some U.S. importers were also disturbed with the introduction of the Dreamcast. New York video game importer, National Console Support, stated, "The [Dreamcast] debut has been one of the most chaotic, frustrating, and disappointing premieres we have ever witnessed. It was poorly planned, mismanaged, and has given grief to everyone involved."

The Japanese Dreamcast launch was reminiscent of Sega of America's ill-fated surprise launch of the Sega Saturn. Retailers were confused and alienated, there were only a handful of games at launch, and consumers had trouble finding the Saturn in the first few weeks of the release.

What causes a company that has made its share of mistakes in the past, make some of the same again? That answer is obviously hard to decipher, but sources close to Sega report that some of the initial distribution problems that Sega is experiencing are due to NEC's inability to manufacture a key component of the system - the Graphics Processing Unit (GPU). Although unconfirmed, Sega has reportedly threatened NEC with a lawsuit and is more than unhappy with NEC's performance.

The general consensus amongst gamers and industry pundits is that Sega rushed the Dreamcast to market.





The War Is Over

128-bit vs. 64-bit vs. 32-bit

This is becoming an archaic measurement of the machine power. The war of "bits" is over. As the rest of the gaming populace (aka PC players) measure CPU performance in MHz and RAM, console gamers have been in the bits for far too long.

In the strictest definition, the Dreamcast does not have an 128-bit processor – but it does have a 200 MHz processor, double the speed of any other console. Again, "bits" don't matter.

The First Four Dreamcast Games

Virtua Fighter 3tb

ONLY IN JAPAN

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Based on the Arcade Game of the Same Name; Arcade, Original, Tournament, Survival, & Practice Modes; Realistic Movement; Uneven Arena Surfaces
- **Created by:** Genki for Sega
- **Available:** Now in Japan
- **Replay Value:** Moderately High

The Bottom Line: 7.75



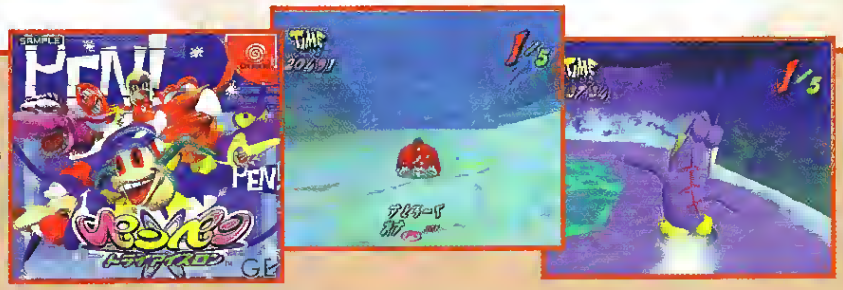
Virtua Fighter fans know when they are playing a knockoff of one of their games. Although this game looks and smells like Virtua Fighter, something fishy is going on. Namely in the control. Plus, the bar of extras that Sega helped to create is not existent. No Vs. mode? And the Practice mode is very plain. There are also programming issues, with the disappearance of some game endings. The graphics are great, but the Saturn version had more options. A very rushed product.

Pen Pen Tri Ice Lon

ONLY IN JAPAN

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Characters (Plus More Hidden), Each Race Has 3 Portions: Running, Sliding, Swimming, Customizable Characters
- **Created by:** Xing/General Entertainment for Sega
- **Available:** Now in Japan
- **Replay Value:** Moderate

The Bottom Line: 6



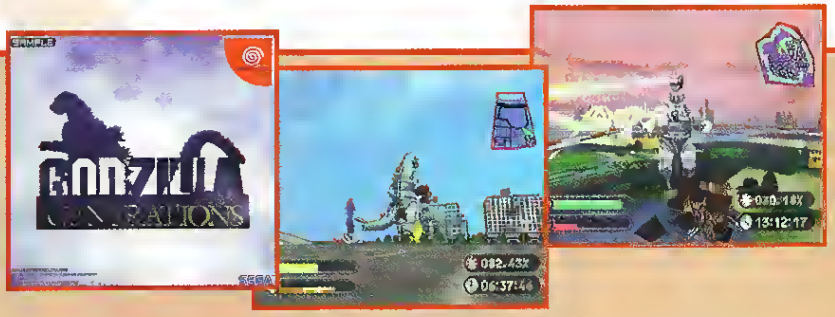
Mario Kart fans will see this game and laugh. Although Pen Pen has some very nice graphics, there is no speed, the racing is boring, and the control is poor. There are some extras, as players can add and remove accessories to characters, and there are many modes of play, but Sega doesn't quite save it. A nice idea, but duller than a spoon.

Godzilla Generations

ONLY IN JAPAN

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action (2-Player Via VMU)
- **Special Features:** Used Created VMS Monsters to Battle, 3 Different Monsters to Destroy With: Godzilla, Mecha Godzilla, & Hollywood Godzilla, "Authentic" Cityscapes, Analog Compatible
- **Created by:** Toho for Sega
- **Available:** Now in Japan
- **Replay Value:** Moderately Low

The Bottom Line: 3



This game is so bad. The graphics are completely atrocious and could have easily been done on a Nintendo 64 or PlayStation. The sound is pathetic and the gameplay is MIA. Sloth around various islands at about 3 feet an hour and destroy everything. The VMS critter battle almost impressed us, until its limited options came to light. Even it is bad. If this game comes to the States, keep a long arm between it. Or better yet, a nice 10-foot pole.

July

ONLY IN JAPAN

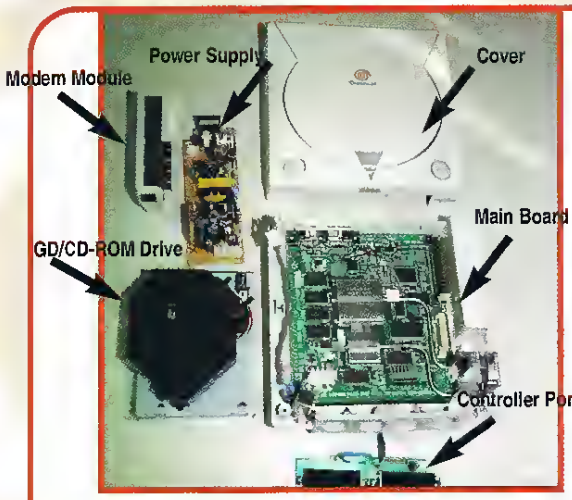
- **Size:** 1 GD-ROM
- **Style:** 1-Player Adventure
- **Special Features:** 2 Playable Characters; Lots of Hand Drawn Art, Scooby Doo-Style Story Line
- **Created by:** forty-five/Xing for Sega
- **Available:** Now in Japan
- **Replay Value:** Indeterminate

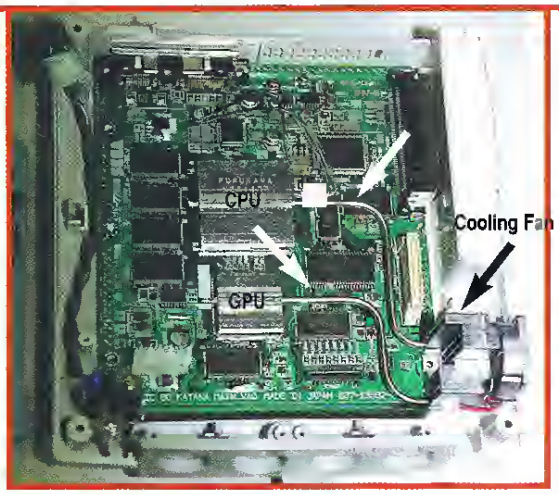
The Bottom Line: 6



July is one of those games that might be cool. However, since none of us are fluent in Japanese, July is little more than a text-based adventure in the vein of Snatcher. Play as two different characters, trying to stop something bad from happening in July, 1999. The story takes you through the sewers, the police station, even a hospital. Those who know Japanese should take a look. Others should simply take a sleeping pill.

DREAMCAST: The Dissection





Behold the inner workings of the Dreamcast! The power system and CD drive are not unlike the designs for the Saturn. However, the main board has a unique design that is earmarked by a small cooling system which sends small streams of air to the CPU and GPU via a fan.

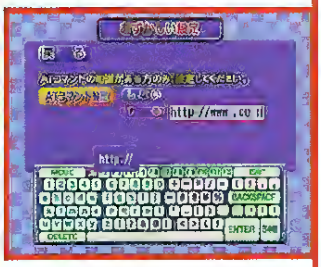
Dreamcast.



The port that connects the modem module to the Dreamcast is eerily similar to the Sega Genesis/CD design

The Japanese Dreamcast has a modular modem unit that allows connection to the Internet via the Dream Passport software created for the Dreamcast by Access Software, Ltd.

The Dream Passport offers Dreamcast users the opportunity to browse, chat, order items online, and interact with other players. The Dream Passport is HTML 3.2 compliant and supports all the main features of HTML 4.0. In addition, the Dream Passport supports Secure Socket Layering (SSL) for easy access to secured sites used for online purchases. The Dream Passport supports all the latest WWW standard specifications, and can also be used by game makers in an attempt to produce seamless shifts between the game and the Internet.



To keep costs down, Sega of America may not include the modem module with the Dreamcast. Sega of America knows that U.S. gamers are far more savvy with the Internet than their Japanese counterparts. Sega is equally aware that potential buyers of the Dreamcast will already have Internet access via a PC.

Please note: Sega of America has not finalized the details of the North American release of the Dreamcast. All information is subject to change



The Dreamcast unit is very compact, but taller than the PlayStation or Nintendo 64. The unit measures about 7.5 inches square and weighs just over 3 pounds.



Ports on the back include standard AC In and AV Multi-Out plugs. Sega has several AV cable configurations planned specifically for the Dreamcast. Other than the RCA cables packed with the system, Sega has plans for S-VHS, RGB, VGA, HDTV, and RF connections. A Serial port has the potential to serve a number of functions including, but not limited to, game enhancers.





The controller is sleek and solid, but extremely difficult to hold with only the left hand. Sega may opt to enlarge the controller for the U.S. launch as it did initially with the Saturn.





The optional Virtual Memory Unit (VMU) plugs into the controller and it is capable of holding two VMU units. Video games are just tapping the surface of this PDA craze, but the VMU display showed us what character we chose in Pen Pen, and the Godzilla VMU let us battle monsters in Godzilla Generations.



The cord awkwardly comes from the bottom of the controller, but there's a spot to clip it into the back.









DREAMCAST: Coming This Fall To A TV Near You

Even though the introduction of new video game hardware is exciting, the consensus amongst observers is that the Japanese launch of the Dreamcast was rushed. New gaming technologies are developed at the blink of an eye and releasing the next level of technology gives your competition a clear shot at you. Software is the obvious key in Sega's attempt to ruin the party for Sony in Japan, but Sega's current trickle of software has to turn to a raging river. Rumblings of new hardware from both Sony and Nintendo will not help Sega's cause either.

Luckily, the U.S. launch promises to be strong. A definitive U.S. launch has not been confirmed, but many industry observers are predicting that the Dreamcast will hit the U.S. in September. By that time, a solid selection of software from around the world will be primed for consumption.

We're building leads on some promising titles that we will unveil in the coming months. Stay tuned for more developments on the cutting edge of gaming. ■

Software Delays In Japan? Who Cares?!!

Although software delays make some cringe and others whine, long time gamers are familiar with the delays. The news that Sega had delayed the Japanese release of Sonic Adventure, Blue Stinger, and Sega Rally 2 is of little consequence to the average U.S. player. Sure it disappoints a few import buyers in the States (including us), but it will unlikely affect the U.S release.

Not everything about the Dreamcast software is sad. There are a ton of games that we are dying to play more. Here are some of the titles that you should keep an eye on.

COMING ATTRACTIONS

Action Titles

While many should be excited by great new games such as **Blue Stinger** from Climax and **Carrier** from Jaleco, the game that everyone is sitting on their hands to play is the new **Resident Evil**, from Capcom. Not Resident Evil 3, **RE: Code Veronica** is a side story to the great Resident Evil world. This is the one.

Fighting Titles

While Virtua Fighter can be considered a fighter, the most anticipated fighter is another Capcom game, **Power Stone.** Not to mention a possible port of **SF III, Marvel Vs. Capcom,** and **Mortal Kombat 4.**

Racing Titles

Sega Rally 2 looked pretty poor, so our hope and prayer for a good racer lies in the hands of Sega's **Daytona USA 2**, and Midway's **Hydro Thunder** These are the racers that could help Sega out of a jam.

Sports Titles

Obviously, there are the staples, such as EA Sports' lineup, but **Visual Concepts** could be the one with the killer titles. Last year, Sega invested in Visual Concepts' experience with football and basketball development. In addition, Sega of Japan will launch the long-awaited return of **World Series Baseball!**

Role Playing Titles

Interestingly enough, this is one of Sega's biggest strengths. **Landers** and **Evolution** from Climax, and **Grandia II** from Game Arts make this system RPG-heavy from the get-go. Not to mention the possible return of **Phantasy Star!**

Adventure Titles

Only a handful of titles on this so far, but they should be pretty good. You've got **Sonic Adventure**, which has a lot of elements in it, and the game that has people talking, **Sheng Mue**, or **Project Berkeley.** Yu Suzuki, maker of Berkeley, refuses to categorize this game, saying it is too encompassing for one genre.

The Seventh Annual Game Informer

video game awards

Games of the Year

PlayStation Game of the Year
Resident Evil 2

by Capcom

In a year when there were many outstanding products for the PlayStation, it is tough to pick just one. But when it comes down to it, Resident Evil 2's multiple quests, killer weapons, and gruesome graphics put it ahead of the pack. The zombie-killin', feel-good game of the year.

Honorable Mentions:
- **Metal Gear Solid**
  by Konami
- **Crash Bandicoot: Warped**
  by Naughty Dog/Universal Studios/SCEA
- **Gran Turismo**
  by SCEI/Polys Entertainment/SCEA



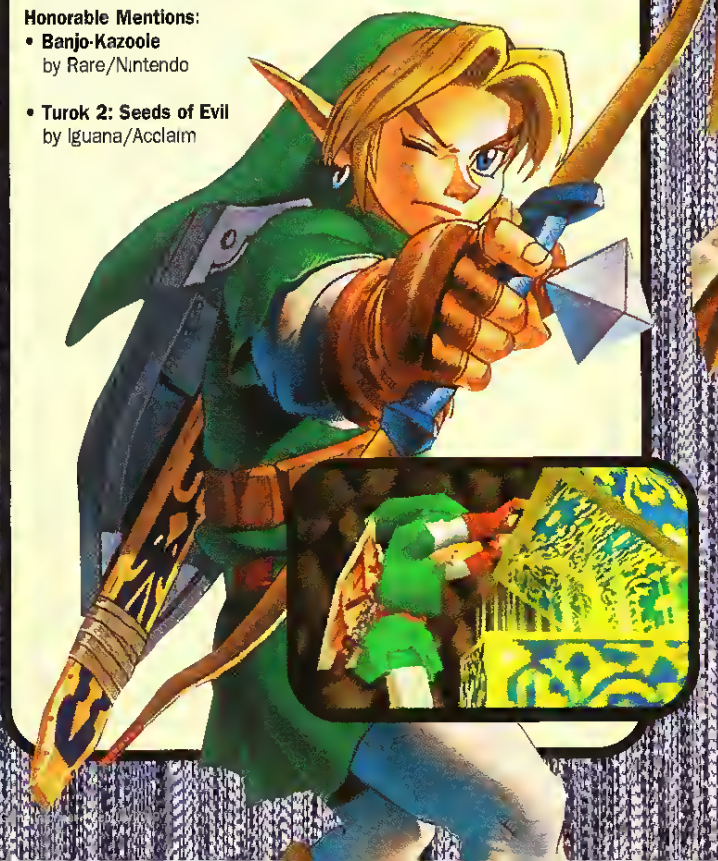


Nintendo 64 Game of the Year
The Legend of Zelda: Ocarina of Time

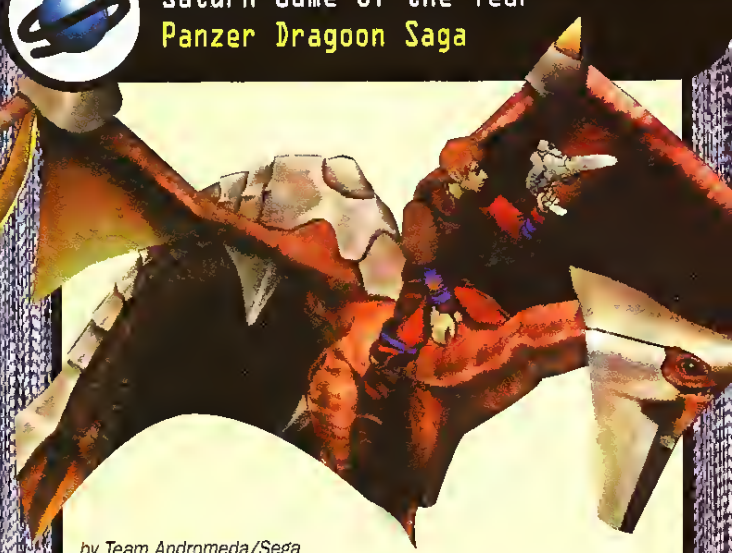
by Nintendo

Without a doubt, Zelda 64 is one amazing game – distinguishing itself not only as the best game of the year, but as one of the best in the history of gaming. If Link isn't zipping through time, he's zipping across the land atop his trusty steed, Epona. An epic adventure to say the least. And who can resist falling in love with Zelda when she pleads with you for help? Like you can say "no."

Honorable Mentions:
- **Banjo-Kazooie**
  by Rare/Nintendo
- **Turok 2: Seeds of Evil**
  by Iguana/Acclaim



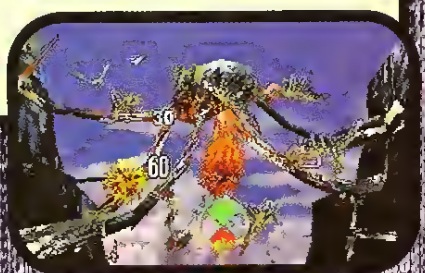
Saturn Game of the Year
Panzer Dragoon Saga



by Team Andromeda/Sega

While the pickings are slim for our dearly departed friend, Mr. Saturn, there was some impressive product released last year. Namely, Panzer Dragoon Saga, an engrossing RPG that sadly will spend its life in obscurity because nobody owns a Saturn. But if there ever was a reason to pick one up, it's Panzer Dragoon Saga.

Honorable Mention:
- **Shining Force III**
  by Sonic Team/Sega



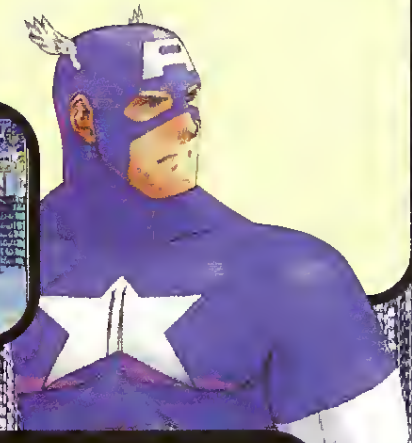
Arcade Game of the Year
Marvel Vs. Capcom

by Capcom

Marvel Vs. Capcom is the quintessential Capcom fighter. With tag abilities, vivid animations, a horde of your favorite characters from across the Capcom and Marvel universes, and fill-the-screen supers, Marvel Vs. Capcom rules the roost in the arcade this year.

Honorable Mention:
- **Gauntlet Legends**
  by Atari Games





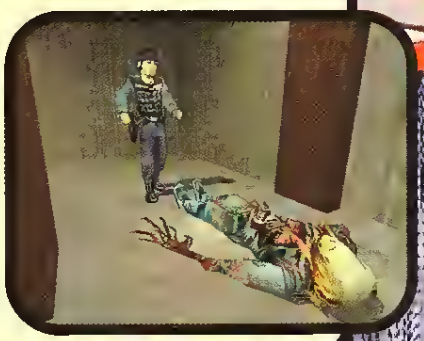
PC Game of the Year
Half-Life

by Valve/Sierra

Once again it's a first-person shooter, but Half-Life has outdone the competition and moved this genre forward by increasing focus on AI, gameplay, and a certain level of realism.

Honorable Mentions:
- **StarCraft**
  by Blizzard

- **Thief: The Dark Project**
  by Looking Glass/Eidos



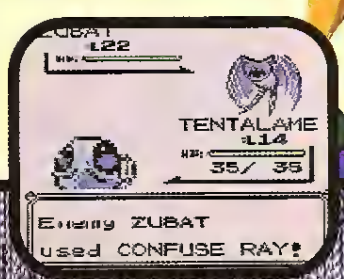
Game Boy Game of the Year
Pokémon

by Game Freak/Nintendo

Shhh! Be very quiet. If we say the name Pokémon too loud around here, someone will start screaming "Squirtle" while the rest of the clan hops up and down yelling, "Pika! Pika! Pika!" It's like we turn into a bad version of the Supremes. That's why Pokémon was a shoo-in for Game Boy Game of the Year. You can collect'em, trade'em, and fight'em, but you can't stop thinking about those crazy pocket monsters.

Honorable Mention:
- **James Bond 007**
  by Nintendo





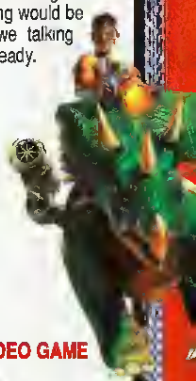
Technical Excellence Awards

BEST GRAPHICS IN A VIDEO GAME
Turok 2: Seeds of Evil
by Iguana/Acclaim for Nintendo 64
Turok 2's graphics are awesome, even without the Expansion Pak. But with it, the high-resolution mode takes console gaming to new heights. From the scary lighting to the great textures, Turok 2 is full of graphical flair. Now if Iguana could just incorporate all the amazing details that are in Zelda, console gaming would be pretty darn good. What are we talking about? It is pretty darn good already.

Honorable Mentions:
The Legend of Zelda
Ocarina of Time
by Nintendo for Nintendo 64

Resident Evil 2
by Capcom for PlayStation

Crash Bandicoot: Warped
by Naughty Dog/Universal Studios/SCEA for PlayStation



BEST PLAYABILITY IN A VIDEO GAME
Crash Bandicoot: Warped
by Naughty Dog/Universal Studios/SCEA for PlayStation
In a year where there were some pretty amazing games to play, it's hard to believe that we can only think of one that we thought was flawless. Crash Bandicoot: Warped is that game. When you die, it's your fault. When you make a fantastic jump, you are da man. Crash Warped is solid.

Honorable Mention:
The Legend of Zelda: Ocarina of Time
by Nintendo for Nintendo 64



BEST SOUND IN A VIDEO GAME
Spyro The Dragon
by Insomniac/Universal Studios/SCEA for PlayStation
There was quite a lot of arguing in the office over this one, because Spyro's voice-overs are so amazingly annoying. But there are a number of Stewart Copeland fans in this office, so we said "screw everything else" and let's give it to Spyro anyway. The music rocks!

Honorable Mention:
Tenchu
by Sony Music Entertainment/Activision for PlayStation

BEST DEVELOPER OF THE YEAR
H20/Neversoft
Choosing a developer for this award was difficult this year, as nobody really ran the table. Sure, there are lots of good developers that put out some great games, but it seems like just about everybody put out a real stinker too. So we decided to give the award to some people that we felt were deserving. The first half of the award goes to H20, who we are giving the award to because they didn't release anything. Bravo! The second half of this award goes to Neversoft, who had the unenviable task of trying to fix Apocalypse after it wallowed in the mire for quite some time. And they even made the game half-way decent by the time they were done. Kudos!

[continued on pg. 25]

Style Awards

Best Action Game of the Year
TENCHU

by Sony Music Entertainment/Activision for PlayStation

Ninjas have always been a part of video games. Karateka, Kung-Fu, Ninja Gaiden – all innovators in their own time. But not 'til Tenchu has the true spirit of the Ninja been unleashed. Silent death, the midnight assassin, you are the ultimate warrior in Tenchu. Featuring great missions and truly invigorating gameplay (there really is nothing quite like the perfect kill), Tenchu could have easily been the game of the year if it weren't for its somewhat sloppy graphics.



Honorable Mentions:

- **Turok 2: Seeds of Evil**
  by Iguana/Acclaim
  for Nintendo 64
- **Rogue Trip**
  by SingleTrac/GT Interactive
  for PlayStation

Best Sports Game of the Year
HOT SHOTS GOLF

by SCEI/SCEA for PlayStation

Who'd a thunk? A golf game as the sports game of the year. But Hot Shots Golf embodies just about everything that makes a great sports game: great challenge, lots of players and courses, plus fantastic multiplayer action. For the rest of the sports we listed the best of the best. But of course, we had to lock-out basketball just to show that NBA players aren't the only adults who can act like children.

Best Football Game of the Year
- ***NFL Blitz***
  by Midway for Nintendo 64 and PlayStation

Best Baseball Game of the Year
- ***MLB 99***
  by SISA/SCEA for PlayStation

Best Hockey Game of the Year
- ***NHL 99***
  by Electronic Arts for PlayStation

Best Soccer Game of the Year
- ***International Superstar Soccer '98***
  by Konami Computer Entertainment Osaka
  for Nintendo 64

Basketball – LOCKED OUT!!!





Best Action/Platform Game of the Year
CRASH BANDICOOT: WARPED

by Neughty Dog/Universal Studios/SCEA for PlayStation

You'd think with three games in three years, Crash Bandicoot would be the most annoying game on the planet. Fortunately for us, it's not. As a matter of fact the Bandicoot keeps getting better and better each year. Easily, it's the best platform game around. Now if we could just get him to stop hocking pizza, things would be just peachy.

Honorable Mentions:

- **Spyro The Dragon**
  by Insomniac Games/Universal Studios/SCEA
  for PlayStation
- **Banjo-Kazooie**
  by Rare/Nintendo for Nintendo 64



Best Action/Adventure Game of the Year
THE LEGEND OF ZELDA: OCARINA OF TIME

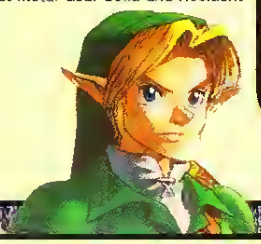
by Nintendo for Nintendo 64

This is perhaps the best category of the bunch. Action/Adventure games place a single player against unbelievable odds. While the basic story never deviates from the standard "world in danger, save world" theme, this year featured some outstanding games. Zelda is obviously the winner with its classic adventure, but Metal Gear Solid and Resident Evil 2 were worthy entrants.

Honorable Mentions:

- **Resident Evil 2**
  by Capcom for PlayStation
- **Metal Gear Solid**
  by Konami for PlayStation







Best Racing Game of the Year
GRAN TURISMO

by Polys Entertainment/SCEA for PlayStation

Racing game of the year was a lock the second Gran Turismo hit the shelves. Featuring 166 real automobiles from around the globe, a solid and unique RPG experience, gorgeous graphics, and tons of speed, there is no denying this monster title.

Honorable Mention:

- **1080 Degree Snowboarding**
  by Nintendo for Nintendo 64

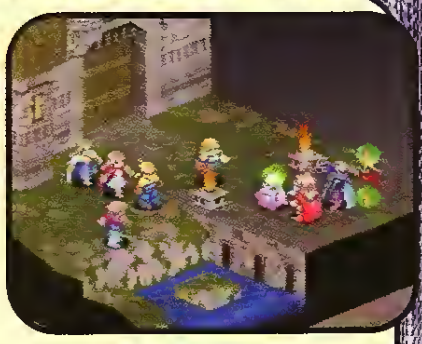
Best Strategy Game of the Year
FINAL FANTASY TACTICS

by Square Soft for PlayStation

If you love strategy, and we know you do, then you already know that Final Fantasy Tactics is the most amazing game of the year. Not only does it use the highly acclaimed Final Fantasy universe, it also features an impressive game engine that gives snooty computer players a reason to buy a PlayStation.

Honorable Mention:

- **Shining Force III**
  by Sonic Team/Sega for Saturn





Best Shooter Game of the Year
STAR WARS: ROGUE SQUADRON

by Factor 5/LucasArts for Nintendo 64

There's no doubt about this one. Even though Rogue Squadron has a number of problems, this game (armed with the Star Wars license) offers some fantastic shooting action. From the high-speed, dog-fight in' A-Wing to the "I think I'm on a flying pig," bomb-droppin' Y-Wing, Rogue Squadron will challenge both your flying and blasting skills.

Honorable Mentions:

- **Colony Wars: Vengeance**
  by Psygnosis for PlayStation
- **Einhander**
  by Square Soft/SCEA for PlayStation

Best Fighting Game of the Year
TEKKEN 3

Namco for PlayStation

Over the years the fighting genre has somewhat fizzled out here in the States, but that hasn't stopped some quality product, including THQ's Revenge and Capcom's X-Men Vs. Street Fighter for the Japanese Saturn. Since we know not everybody can play the Saturn fighting imports, you have to get your hands on Tekken 3, which was far and away the best fighter of the year (heck, that's why we gave it this award). You'll thank us for it later.





Honorable Mentions:

- **X-Men Vs. Street Fighter**
  by Capcom for Japanese Saturn
- **WCW/nWo Revenge**
  Asmik/Aki Corporation/THQ for Nintend





Best Role-Playing Game of the Year
XENOGEARS

by Square Soft for PlayStation

When you think RPG, you think Square. And this year is no exception, as Square released yet another epic adventure with Xenogears. If the hand-drawn animations aren't enough to keep you entertained, the awesome gears and battle interface will. Play this game, or we'll have to come and kick your Xenoreard.

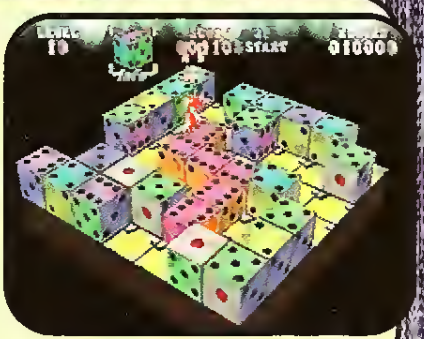
Honorable Mentions:

- **Pokémon**
  by Game Freak/Nintendo
  for Game Boy
- **Final Fantasy VIII Demo**
  by Square Soft
  for PlayStation
- **Panzer Dragoon Saga**
  by Team Andromeda/
  Sega for Saturn

Best Puzzle Game of the Year
DEVIL DICE

by SCEI/THQ for PlayStation

While it's hard to say anything is better than two player Tetris on Game Boy Color, Devil Dice takes this award for its innovative and fun gameplay. Being easy to pick up but difficult to master is the sign of truly great puzzlers, and Devil Dice supplies that in spades. Plus, it has four-player simultaneous play to make any party better (or more subdued depending on how you party!).



Honorable Mention:

- **Tetris DX**
  by Nintendo for Game Boy Color

[continued from pg. 23]

BEST VIDEO GAME ACCESSORY OF THE YEAR
Expansion Pak
by Nintendo for Nintendo 64

This one was tough, as the Game Boy Camera is a blast to play with. But when we sat down and thought about it, it became clear that we were going to get a lot more use out of the Expansion Pak over the next couple years than we will from the Game Boy Camera. Buy an Expansion Pak if you have an N64 – you'll need it.

Honorable Mention:
Game Boy Camera
by Nintendo for Game Boy



Who's Hot

BEST HERO OF THE YEAR
Solid Snake

Snake is one bad-ass mother. Not only is he smooth with the ladies, but he can infiltrate an enemy installation and pick it apart piece by piece. Now that's what we call a real man.

BEST VILLAIN OF THE YEAR
The Evil Pigs!

If you haven't experienced the wacky adventure that is known as Tomba! then you have been missing out. In this action/RPG for the PlayStation, you are a nature boy who is out to stop the menace known as the Evil Pigs. Now if they're not the best bad guys you've heard of, make sure you write and let us know, because we can't think of anything that could be more diabolical and wicked than a set of Evil Pigs!

BEST NEW CHARACTER OF THE YEAR
Rikimaru

Now this ninja we can respect. He likes to keep to himself, but when push comes to shove, this guy will cut your head clean off (with honor of course). There are so many times in video game history when we get yet another canned, lame ninja, Tenchu's Rikimaru is anything but.

MOST INSPIRING PERFORMANCE BY A VIDEO GAME CHARACTER
Squirtle

Truly a master of his art, Squirtle has set a standard for all other video game characters to follow. He's charming, he's handsome, he's half turtle and half squirrel. While his name may sound like a symptom from a Pepto Bismol commercial, he captured the hearts and minds of video gamers across the nation with his awe-inspiring performance in Pokemon.

MOST MEMORABLE MOMENT OF THE YEAR

There were many great memories from 1998. From the ending of Zelda to the gruesome killings in Tenchu, we have much to be thankful for. But one of the most amazing moments of the year was our first meeting with Psycho Mantis of Metal Gear Solid fame. When he looked us in the eye (and memory card) and said, "You like to play Castlevania," we almost pooped our pants. Then when he asked us to put the controller on the floor, we were rolling. Truly one of the most innovative moments in video gaming. Heck, you even have to use the other controller port as well. Awesome!!!

Game Informer's Top Ten

Editors' Top Ten Games for February

1. *Oddworld: Abe's Exoddus – PS-X*
2. *Crash Bandicoot: Warped – PS-X*
3. *Tenchu – PS-X*
4. *Pokemon – GB*
5. *Tomb Raider 3: The Adventures of Lara Croft – PS-X*
6. *Rogue Squadron – N64*
7. *Gauntlet Legends – Arcade*
8. *Turok 2: Seeds of Evil – N64*
9. *The Legend of Zelda: Ocarina of Time – N64*
10. *Street Fighter Alpha 3 – PS-X*

Readers' Top Ten Games for February

1. *Chrono Trigger – SNES*
2. *GoldenEye – N64*
3. *Knockout Kings – PS-X*
4. *Pokémon – GB*
5. *WCW/NWO Revenge – N64*
6. *Rogue Trip – PS-X*
7. *Tekken 3 – PS-X*
8. *Banjo-Kazooie – N64*
9. *Metal Gear Solid – PS-X*
10. *The Legend of Zelda: Ocarina of Time – N64*

Top Ten Reasons an NBA Player Needs Your Donation

10. *He might actually have to keep track of how much money he spends.*
9. *Endorsement fees can only pay for so much - a Ferrari, Porsche, and Hummer.*
8. *He might have to sublet his Caribbean condo to a stranger.*
7. *He has several dead beats in his family that refuse to work.*
6. *Royalties from NBA video games can only pay for so much - a Rolls Royce, Mercedes, and Land Rover.*
5. *He could seek help from some of the richer NBA players, but the league's been screwing fans over for so long, it's hard to quit.*
4. *Instead of a month-long African safari this summer, he might only get a two-week Mediterranean cruise.*
3. *He might have to cut back to only one girlfriend.*
2. *Personal appearance and autograph fees can only pay for so much - a BMW, Lexus, and Audi.*
1. *He might have to fire his staff of servants, and you don't want to put those people out of work do you?*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to
Game Informer Megazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

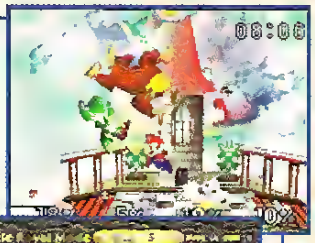
Nintendo Pads Release List

Nintendo will throw a few games our way while we wait for ***Perfect Dark*** and ***Jet Force Gemini***. One title, ***Mario Party*** developed by **Hudson Soft**, will release this March and is a board-style game. But the boards in Mario Party are much bigger than anything by Parker Brothers. Players participate as one of their favorite Nintendo characters, including **Mario**, **Princess**, **Donkey Kong**, **Luigi**, **Yoshi**, and **Wario**, and can play one of 50 different four-player games on one of eight different boards. Players roll dice to travel around the board and complete mini-games to earn stars. The player with the most stars wins. Some of the mini-games include white-water rafting, skateboarding, fishing, underwater diving, and tightrope walking. Some of the games also pit players against each other.

A second title is ***Mario Golf 64***, scheduled to release the beginning of this year in Japan. This golf title features ten playable characters including Mario, Luigi, and Princess. Plus, there are six 18-hole courses to compete on.

Nintendo will also release ***Smash Brothers***, developed by **HAL Labs**, in January 1999 in Japan. Like *Mario Golf 64*, *Smash Brothers* uses popular Nintendo characters such as **Mario**, **Link**, **Donkey Kong**, **Fox McCloud**, **Pikachu**, **Yoshi**, **Kirby**, and **Samus**. But instead of a golf course, Nintendo puts these characters in different environments to duke it out in a new-fangled fighting game. Characters can also perform special moves and acquire various power-ups.

Lastly, expect Nintendo to release the first strategy game for the N64 when it brings **Atius' *Tactics Ogre 3*** to the N64 later this year.



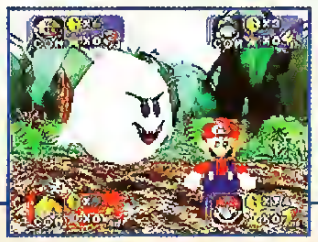


Smash Brothers





Mario Golf 64



Mario Party



Mario Party

Up Close & Personal: Metal Gear Solid Toys

Check out these images from **Todd McFarlane Productions**. These toys are definitely going to rock! Notice the gadgets **Solid Snake** and **Psycho Mantis** come packaged with, and look at the detail in **Vulcan Raven's** gun. Each figure stands between 6 and 7 inches tall and comes with an MSRP of $5.99. Look for them on toy shelves in February.





Square Working on New Titles

Square Soft is working on three new titles, one of which we believe to be an RPG character-based racing game called ***Racing Lagoon*** expected to come out this spring in Japan. Perhaps you'll be able to race against opponents on the cold hard streets for the ownership of the loser's car.

Then there is the 3D third-person action game called ***Cyberorg*** sporting three playable characters. Plus, you'll be required switch off between the three during the game to access certain areas. There is a human character named **T.J.** who uses weapons. **Gigante** is a big, powerful, and slow galactic investigator who uses his fists to persuade the enemy. The last character is galactic soldier named **Forsis** who is much quicker than the others and relies on bombs as weapons. In the game, players are on a mission to rescue the ambassador of an allied planet who has been kidnapped by some aliens. Cyberorg should release this spring in Japan.

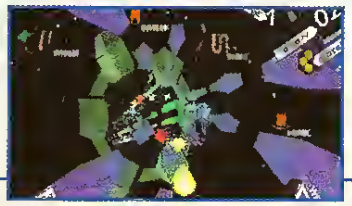
Another game in Square's bag of tricks is ***Internal Section***, a 3D shooter game that appears similar to ***Tempest*** and ***N20***. Not much is known about this game, but the graphics are colorful and, dare we say, trippy. *Internal Section* is supposed to appear in Japan this February.

Lastly, there is the remake of ***Final Fantasy VI*** for the **PlayStation** scheduled for release this March in Japan. It will be similar to the **Super Famicom** version with the addition of CG movies at the beginning and ending of the game.

No official U.S. release dates have been announced for any of the above titles.



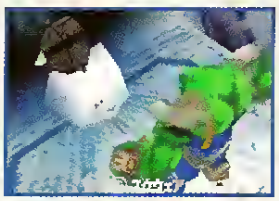
Left to right: Forsis, T. J., and Gigante.



Internal Section



Cyberorg





Racing Lagoon

Think about this!

by Paul Bergren



If it's in the game, then show me.

What drives me crazy are all the video game advertisements out there that don't tell me a thing about the game itself. For instance, let's take the football games that were advertised so heavily every Sunday during the NFL season. Yeah, it's funny (though slightly demented) to see that big fat guy bounce around and tear off his jersey while auditioning his celebration dance to the Sony guys, but most of the other ads are horrible and tell you zero about the product in question. Madden's "Cyber Barry"? First of all, "cyber" is one of the lamest terms the 90's ever produced; and second, you don't see any of the game until the last five seconds of the ad. And how about those QBC 99 ads? Brett Favre couldn't act in Something About Mary, so why did Acclaim think he could pull it off in their commercial?

But I must give credit to Madden because although the commercial only shows a few seconds of the game, at least some of those moments are from actual gameplay. But don't show me the celebration after the touchdown, show me the friggin' touchdown! The biggest crime publishers commit in an ad (whether it be in print, on TV, or the internet) is when they show you part of a game and none of it's from gameplay. Instead you see a cutscene or a development screen that's been tampered with or enhanced.

A couple months ago, while visiting a video game publisher out west, I got to talking to a fellow journalist who said he preferred hi-res images of games for his publication because they look so good. Sure, they look good, but it's a false representation of the game that misleads consumers. Why the heck would you want that?

I'm not asking for much; in fact, I think it's just a matter of common courtesy. I have fifty bucks to spend on a game, so why can't the company at least show me what's behind the shrink wrap? But I guess I shouldn't complain too much. If video game companies actually relayed relevant information to consumers on a regular basis, there might not be a market for quality publications such as this one - and I'd be wearing a tie to work.

The Latest From Midway

Late in 1999, **Midway** plans to release ***Gauntlet Legends*** for the **N64** (see p. 35). Up to four players can participate in the arcade conversion that will also feature additional levels. The arcade version has four worlds, but an extra has been planned for the N64. Plus, instead of only three levels and a boss per world, it will be increased to six levels and a boss. Gotta love it.

Midway also announced that it will have two, possibly three titles ready for the U.S. launch of **Sega's Dreamcast** next fall. One title will be a ***Mortal Kombat*** hybrid. While no official name has been determined, it's believed that it will essentially be *MK 4* with the addition of some popular characters from *MK 2*. The second launch title is ***Hydro Thunder***. Already set to hit arcades in February, this game is a boat racer very similar in concept to **Sony's *Turbo Prop Racing***. There are four boat styles to choose from and the courses are filled with power-ups and secret paths. Midway also hopes to have ***Blitz 2000*** ready for the Dreamcast launch, but it has not been confirmed.

In addition to *Hydro Thunder*, Midway plans on releasing ***NBA Showtime*** in the arcades this March. The obvious descendent of ***Jam*** and ***Hangtime***, *Showtime* features incredible player likenesses, an awesome create player, and 4-player competition.

For more on these arcade titles see *Arcade Brigade* (p. 51)

Populous Returns To Consoles

Electronic Arts and **Bullfrog** mesmerized many strategy enthusiasts with ***Populous***, but it hasn't been seen on the console since the early days of the **Sega Genesis**. Now, Bullfrog wants to keep its console money rolling by releasing ***Populous: The Beginning*** for **PlayStation**. With 25 worlds, 26 different spells, and full 3D globes, *Populous: The Beginning* is sure to strengthen the PS-X strategy library. Look for it this summer.

Interplay Announces First Dreamcast Titles

Interplay has reached an agreement with **Gremlin Interactive** to publish five new Gremlin titles in North America for the **Dreamcast** and other mediums. Interplay is one of the five "core" Dreamcast developers in the U.S., but Interplay's recent market troubles had left Sega supporters scratching their heads in regards to the number of titles Interplay would be able to produce. With the Gremlin agreement, that number has obviously been increased. The agreement gives Interplay the exclusive publishing rights to ***Actua Tennis***, ***R.I.O.T.***, ***Tanktics*** for PlayStation and PC; ***Soulbringer*** for PC; and ***Whiplash 2*** for PlayStation, Dreamcast, and PC.

JVC Digital To Cease Game Development

JVC Digital Arts Studio, Inc. has announced that it closed its Los Angeles-based offices. The announcement came as something of a surprise, as JVC Digital Arts is well-known for its 16-bit ***Star Wars*** games on the SNES, (probably the best Star Wars games ever made) and other games of the 16-bit era.

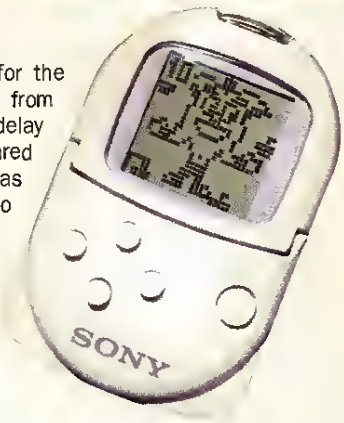
It is truly sad to see this company halt its development work. JVC Digital Arts will not cease to exist, however, and will focus on publishing licensed titles in the United States. What this entails is unknown, as JVC could not be reached for comment.

Ace Combat 3: Electrosphere

Namco has announced ***Ace Combat 3: Electrosphere*** to the world, and the excellent site re:tokyo has some pictures and information. The gameplay in *Electrosphere* is basically the same as other *Ace Combat* games, but dogfights are more exciting and the graphics are enhanced.

The game is set sometime in the future and there will be a large number of planes to choose from, including planes created by Namco.

PocketStation Delayed...In Japan



The release of **Sony's PocketStation**, the PDA for the PlayStation, has been delayed in Japan for one month from December 23 to January 23, 1999. The reason for the delay is still unknown. The PDA has a 32-bit processor, infrared communication, and an LCD with clock. Games such as ***Ridge Racer Type 4*** and ***Street Fighter Alpha 3*** plan to take advantage of the PocketStation.

An official date for the U.S. release of the PocketStation is yet to be determined.

What's Hot

Cid Returns To FFVIII, Japanese Release Date Revealed

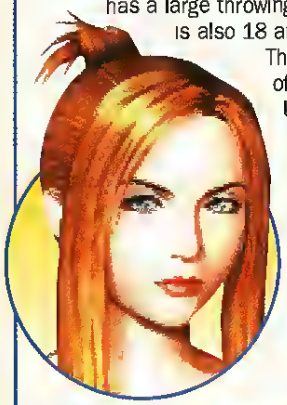
Another round of new characters for **Square Soft's** upcoming ***Final Fantasy VIII*** have appeared. **Cid** is a well known name in the circles of Square heads, but this time, Cid doesn't take the immediate appearance and job of "engineer." This is a significant change because in all of the past U.S. *Final Fantasy* games, Cid has been some sort of engineer.


Cid

In ***Final Fantasy II***, Cid was the creator of the airship that **Cecil** and the gang drove around, as well as a demolitions expert. In ***Final Fantasy III***, Cid, although unplayable, was an engineer that figured out new ways to use the magicite extraction from the Espers. In ***Final Fantasy VII***, Cid was a spaceship pilot and tinkerer, both of which require exceptional engineering skills. But Cid is ready to move on and has demanded a new job. Now, he is the president of a place called Baram City, a high-tech area that has cars for rent and many other modern conveniences.

The second new character is **Kisutisu** (or in some circles, **Quistis Trepe**), a teacher at the academy where **Squall Leonheart** underwent his training. A mere one year older than Squall, she is either a very gifted person or just an early starter. She uses whips as her main weapon, which should be an interesting change of pace from the outrageous weapons that have characterized *Final Fantasy*...until now. Thanks to the Magic Box, Gaming Age, and Madman's Cafe for the info.

Fuujin is another character in the game. She is 18-years-old, a comrade of **Seifer**, and has a large throwing star for a weapon. Then there is **Raijin**, a friend of Fuujin. He is also 18 and uses a long thick staff as a weapon.


Kisutisu

The Japanese release date of ***Final Fantasy VIII*** has been officially set for February 11, 1999. The release date for the United States? Well, GI is gonna go out on a limb and guess September 9, 1999, the same as the possible release of the Sega Dreamcast.

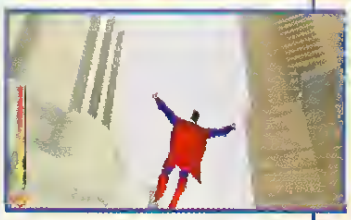

Raijin and Fuujin


Cid returns!

What's Hot

Titus' Superman Stuck In Phone Booth





Titus' ***Superman*** for the **N64** was supposed to be released in 1998, but was delayed until the first half of 1999. Titus has delayed the release of the game in order to make improvements. Apparently the brass at **Nintendo** thought that Titus made the Man of Steel look more like the Man of Tinfoil, and has sine come to Titus' aid with technical support to ensure that this important license is a success.

"Superman is such a popular character world wide and is deserving of a certain level of quality. We know Titus has the same goal in mind, and that's why we've made the investment in technical assistance to make sure players get a great game in 1999," explains **Howard Lincoln**, Chairman of Nintendo of America.

Translation: "Titus dropped a big ol' chunk of kryptonite down Superman's jockey and now we've got to go in and fish it out." Look to *GI* for more on this continuing story.

VR Sports Becomes Interplay Sports

Interplay announced the renaming of its **VR Sports** division to **Interplay Sports**. The division will publish all of Interplay's sports-related games. In addition, the company has opened a new web site to support the new division.

"It makes sense to leverage the great equity of the Interplay name," said Paul Sackman, director of marketing for Interplay Sports. "We feel that we are an asset to Interplay, and they are an asset to us. Therefore, it was a natural decision to use the name Interplay Sports. It reinforces our synergistic relationship."

One of the first titles under the new label will be an update of the game formerly known as ***VR Football*** for the **Dreamcast**, but it will obviously not be named VR Football.

What's That Weird Tingling Sensation?





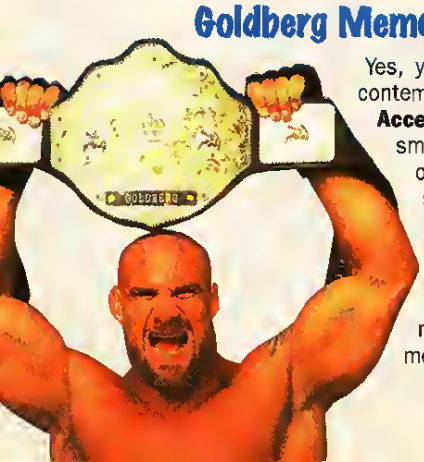
No, it's not that funny rash you've got on your back; it's your Spider-Sense going berserk. Why? Because **Spider-Man** is coming to the **PlayStation** and **N64**. **Activision** announced that it will release the first ever 3D Spider-Man game.

These are salad days for Spidey. He's currently livin' large with his own animated series on the UPN Network (Somebody say Mo-EE-Sha!), a syndicated comics strip in 500 newspapers worldwide, and yearly comic book sales of over 15 million.

In addition to Spider-man, Activision is also knee deep in the process of getting the 3D fighter, ***X-Men***, ready for consumption. Activision announced that it will release *X-Men* for both the PlayStation and N64 simultaneously sometime during the fall of 1999.

Stay tuned, loyal readers. Excelsior!

Goldberg Memory Cards...Coming Soon?



Yes, you read the headline correctly. **THQ** is contemplating an agreement with **InterAct Accessories** to create memory cards with small busts of different wrestlers. The first on the list? **Goldberg**, of course! Very similar to the **Lara Croft** memory card, the piece that sticks out of the PlayStation will look like a little Goldberg. Here's a picture of the prototype, before it's painted. There is no news on the release date of the memory card as of yet.



Game Informer's Site O' The Month



pcwebopædia
http://www.pcwebopaedia.com/

Don't know a bit from a byte, RAM from ROM, or CPU from GPU? Take a look at this informative site when you have problems with confusing computer jargon.

VIDEO GAME TRIVIA

1. *What game for the recently released Sega Dreamcast sold the most as a launch title in Japan?*
2. *What company is making the Metal Gear Solid action figures?*
3. *What was the name of Mega Man's adversary in Legends?*
4. *In late 1995, Sega released a hand-held unit originally called the Venus that allowed players to use Genesis cartridges. What was it?*
5. *What was the name of the system that could play Sega Genesis, Turbo Grafx, and karaoke?*

[Answers on the bottom of page 31]



Allan Luckin

Name That Game

This action/adventure game was published by Electronic Arts and appeared on the Sega Genesis in 1992. There were 12 levels filled with 20 types of enemies and all sorts of power-ups. Some power-ups were a mystery in that sometimes one would give you 10,000 points, other times the same power-up could send you back to an earlier part of the level. What game is it?

[Answer on the bottom of page 31]

Data File:

➤ Planet Of The Apes...The Game? No, not that lame old board game that you could find in Walgreens until 1975. This ***Planet of the Apes*** game is centered around the upcoming **Fox** movie, which is rumored to include **Arnold Schwarzenegger** in a starring role (but not as **Taylor**, the character played by **Charles Heston**). Also, **James Cameron**, director of the ***Terminator*** series is rumored to be a possible director of the next Apes feature. The original *POTA* came out in 1968. Is this a remake of the classic, or a new chapter in the saga? We'll all find out soon enough when Fox begins bombarding us with *POTA* stuff, including a PlayStation game coming in late 1999.

➤ **989 Studios** has taken advantage of the lack of an NBA season to push back the release of ***NBA ShootOut '99*** in order to tweak and refine the game. *ShootOut '99* was originally scheduled to release before the end of 1998, but is now aiming for the last week of January.

➤ Hot on the heels of the hot selling **Crash Bandicoot** toy line, come two other video game-based toy lines courtesy of **ReSaurus Company**. First, a line based on ***Gex: Enter the Gecko*** and the anticipated sequel ***Gex: Deep Cover Gecko*** will hit shelves in February. All of the six figures are, in fact, Gex himself. You'll see him in a tuxedo, Grandmaster gear, army fatigues, and pirate gear. But get this, all of the figures come packed with an enemy, one of which is Rez. Each Gex figure will retail for about $8. The toys are scheduled to debut at the upcoming New York Toy Show.

ReSaurus also has another line in the works for June. Based on Castlevania, no details are available yet, but don't be surprised if **Alucard** and a few Belmont's are transformed from game hero to fantastic plastic warriors. These figures will also debut at the New York Toy Show.

EA Announces Sports Car GT and Street Sk8er

Electronic Arts has announced that it is publishing two new **PlayStation** games coming from **Westwood Pacific** and **Hudson**. The first game from Westwood is titled ***Sports Car GT***. Featuring over 45 authentic, fully licensed cars such as the **Porsche 911** and the **BMW M3**, this game will allow players to race on many different authentic tracks (like Laguna Seca and Hockenheim). Upgrading and tuning the cars will be necessary to win races. The game will use "active time" where time passes during the race and the sun rises and sets. But possibly the best feature about this game is the "Pink Slip Mode" where players race each other with their modified cars for ownership of the loser's vehicle. It's serious business, as the loser's car will be erased from his or her memory card and added to the winner's card. So, prepare for *Sports Car GT*, coming around February 9 from EA and Westwood.



Street Sk8er, the second game, is the name **EA** chose for the **Hudson** port of ***Street Boarders***.

It's high time that a sk8ing game came to the PlaySt8ion. *Street Sk8er* features authentic tricks, gr8 action and more. Sk8 on three different courses: LA, NY, and Tokyo. Race against the clock per4ming tricks and getting points. Challenge your m8 in 2-player mode and choose from over 20 custom sk8board decks to pull off over 200 different moves and combinations. Players can accumul8 attributes and new tricks, investig8 hidden routes, and unlock new characters to use when determining their f8.

The release d8 for *Street Sk8er* is also near February 9, 1999. More soon on this hopefully gr8 game that will surely titill8 sk8 fans all across America.



Street Sk8er



What's Hot

Mega Man Legends Creates Spin-Off

There is going to be a sequel to ***Mega Man Legends*** called ***Dash 2*** in Japan. The catch is, Mega Man won't be in the game. Instead, *Dash 2* tells the extended tales of **Miss Tron**, Mega Man's adversary in *Legends* and is set to come out this spring in Japan. For the American release, the game is using the working title of ***Tron and the Servobots***.



New Releases

Release Date	Title	Publisher/Distributor	System
January			
1/20/99	Akuji The Heartless	Eidos	PS-X
1/20/99	Irritating Stick	Jaleco	PS-X
1/25/99	Bugs Bunny Crazy Castle 3	Nintendo	GBC
1/25/99	Elmo's 123	NewKidCo	GBC
1/25/99	Elmo's ABC	NewKidCo	GBC
1/25/99	Elmo's Letter Adventure	NewKidCo	PS-X
1/25/99	Hello Kitty's Cube Frenzy	NewKidCo	PS-X
1/26/99	Castlevania 64	Konami	N64
1/26/99	Black Bass With Blue Marlin	Hot-B	PS-X
1/26/99	Monkey Hero	Take 2	PS-X
February			
2/1/99	Army Men 3D	300	PS-X
2/2/99	Syphon Filter	989 Studios	PS-X
2/8/99	Elmo's Number Journey	NewKidCo	PS-X
2/9/99	O.D.T.	Psygnosis	N64
2/9/99	Sports Car GT	Electronic Arts	PS-X
2/9/99	Street SkBer	Electronic Arts	PS-X
2/10/99	Shadowgate 64	Kemco	N64
2/14/99	Jeff Gordon Racing	ASC	PS-X
2/15/99	Caesar's Palace	Crave	N64
2/15/99	Fighting Force	Eidos	N64
2/15/99	Rat Attack	Mindscape	N64
2/15/99	Beavis & Butthead Do Hollywood	GT Interactive	PS-X
2/15/99	Fishermans Bait	Konami	PS-X
2/15/99	NBA In The Zone '99	Konami	PS-X
2/15/99	Rat Attack	Mindscape	PS-X
2/18/99	Freestyle Boardin '99	Capcom	PS-X
2/20/99	Silhouette Mirage	Working Designs	PS-X
2/22/99	Shadow Madness	Crave	PS-X
2/23/99	Blast Radius	Psygnosis	PS-X
2/23/99	Civilization 2	Activision	PS-X
2/23/99	Silent Hill	Konami	PS-X
2/23/99	T'ai Fu	Activision	PS-X
2/23/99	Warzone 2100	Eidos	PS-X
2/28/99	Monaco Grand Prix	Ubi Soft	N64
2/28/99	Monaco Grand Prix	Ubi Soft	PS-X
March			
3/1/99	Street Fighter Alpha 3	Capcom	PS-X
3/2/99	Respect Inc.	Psygnosis	PS-X
3/9/99	Global Domination	Psygnosis	PS-X
3/15/99	Joust & Defender	Midway	GB
3/15/99	Spy Hunter & Moon Patrol	Midway	GB
3/15/99	Earthworm Jim	Crave	GBC
3/15/99	San Francisco Rush	Midway	GBC
3/15/99	All Star Tennis '99	Ubi Soft	N64
3/15/99	Micro Machines	Midway	N64
3/15/99	NBA In The Zone '99	Konami	N64
3/15/99	NHL Blades of Steel '99	Konami	N64
3/15/99	Starshot	Ocean	N64
3/15/99	V-Rally	Ocean	N64
3/15/99	All Star Tennis '99	Ubi Soft	PS-X
3/15/99	NHL Blades of Steel '99	Konami	PS-X
3/15/99	R.C. Stunt Copter	Midway	PS-X
3/15/99	Shao Lin	THQ	PS-X
3/15/99	Shogun Assassins	Konami	PS-X
3/18/99	Quake 2	Activision	N64
3/16/99	Triple Play 2000	Electronic Arts	N64
3/16/99	Vigilante 8	Activision	N64
3/16/99	3 Xtreme	989 Studios	PS-X
3/16/99	Big Air	Accolade	PS-X
3/16/99	GEX 3:Enter the Gecko	Eidos	PS-X
3/16/99	MLB 2000	989 Studios	PS-X
3/16/99	Quake II	Activision	PS-X
3/23/99	MLBPA Bottom of the 9th '99	Konami	N64
3/23/99	Attack Of The Saucerman	Psygnosis	PS-X
3/23/99	Need For Speed 4	Electronic Arts	PS-X
3/26/99	Triple Play 2000	Electronic Arts	PS-X
3/27/99	Legacy of Kain: Soul Reaver	Eidos	PS-X
3/30/99	Rayman 2	Ubi Soft	N64
3/30/99	Tonic Trouble	Ubi Soft	N64
3/30/99	Guardian's Crusades	Activision	PS-X
3/30/99	Kawasaki Motocross	Activision	PS-X

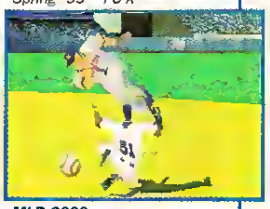
[All dates subject to change. Call your local retailer for more details.]



All Star Tennis '99
3/15/99 – N64



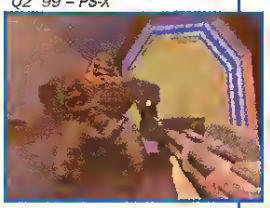
Eliminator
Spring '99 – PS-X



MLB 2000
3/16/99 – PS-X



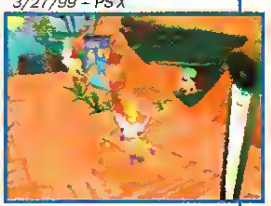
NBA Shodown
Q2 '99 – PS-X



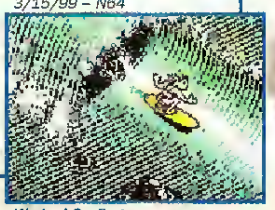
Quake II
3/16/99 – N64, PS-X



Legacy of Kain: Soul Reaver
3/27/99 – PS-X



Starshot
3/15/99 – N64



Wicked Surfing
Spring '99 – GBC

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Video Game Trivia Answers

1. *Virtua Fighter 3tb.*
2. *McFarlane Toys*
3. *Miss Tron*
4. *Sega Nomad*
5. *The Panasonic Laser Active*

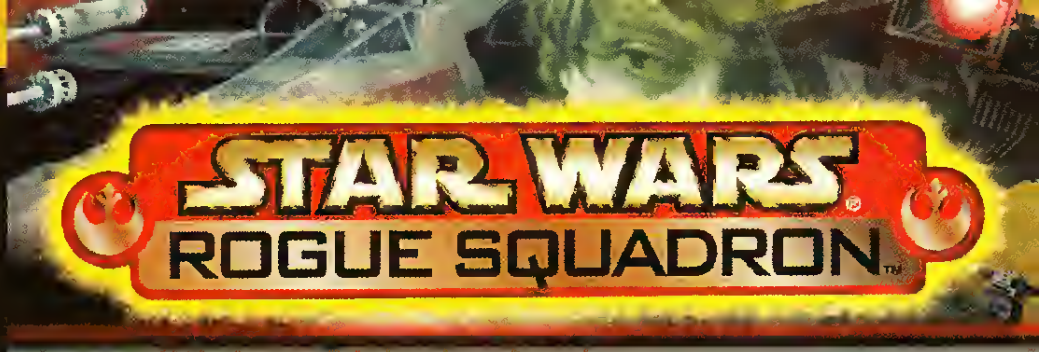
Name That Game Answer

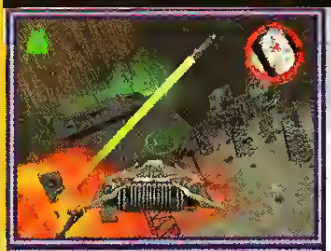
Risky Woods

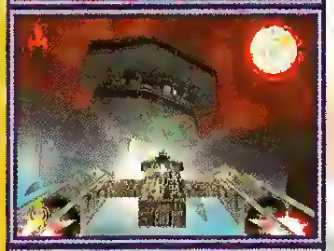
Review

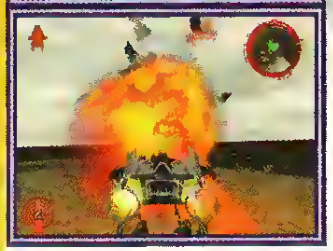
- **Size:** 128 Megabit (With Battery Backup)
- **Style:** 1-Player Action
- **Special Features:** 16 Mission-Based Levels; 5 Playable Craft (Millennium Falcon, Y-, A-, X-, & V-Wing); Authentic Score & Sound Effects; Expansion & Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Factor 5 for LucasArts
- **Available:** Now for Nintendo 64

Bottom Line: 8.75









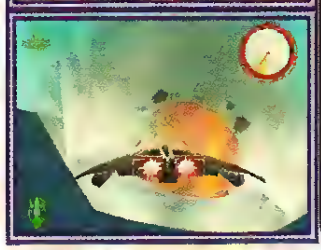
It is a time of great turmoil. The wait for The Phantom Menace is excruciatingly painful, almost unbearable. In a few months (each second of which feels like a freakin' hour) the balance of the Force will be tested. Will Episode I fall gently upon the Star Wars scales creating a new peace within the galaxy? Or will Episode I plummet downward and smash the scales to pieces, disrupting everything we know and love and creating a crisis far worse than the fall of Wall Street and the rise of the Spice Girls ..combined?!! Oh what a horrible thought! Trekkies would finally be able to gloat and jab at us with their pointy fingers and ears. Even Babylon 5 fans would have the chance to come out of the closet and join in the Jedi bashing. Oh the horror! But this will never happen ..Episode I will be the greatest movie of all time.. And all Star Trek fans will be thrown into a sarlacc pit to rot for "generations" to come...

Seriously Jedi, do we really need to worry? No, there's no need (just keep telling yourself that). Episode I will be great (reassurance is good). None of the fans who eagerly anticipate its arrival will be disappointed (that's right, stay positive). Anyway, enough worrying about the future of our existence. We're here today to celebrate another satellite within the vast Star Wars universe. We're here to review LucasArts' second Nintendo 64 game – Star Wars: Rogue Squadron.

As the name implies, the game is based on the "Expanded Universe" Star Wars: Rogue Squadron books and comics. In the game you don the role of Luke Skywalker and control his every move through 16 mission-based levels. To perform his noble feats (that is, to whack butt), Luke can take control of five different vehicles. When attacking walkers, you'll want to man a speeder and utilize its tow cable to wrap up the competition. When assaulting ground troops and bases, the Y-Wing with its bombing capabilities are a must. The A-Wing is great for quick in and outs as it boasts the highest speed and maneuvering capabilities. The experimental (but vastly powerful) V-Wing with its rapid fire can take care of any foe. And of course, if you have any classic blood running through your veins, you'll know that the X-Wing is capable of stopping any threat.







Most of the missions deal with one of two things. One – destroying the Empire. And two – protecting the Rebellion. The play control in Rogue Squadron is comparable to the Hoth level in its predecessor, Shadows of the Empire. This time though, the controls are enhanced, allowing you to flip and even look out the side windows. The Empire is as sneaky and resourceful as ever, so you won't enter the fray solo. Luke is joined by Wedge, Dack, Zev, Wes, and Derek. Sorry, no Biggs. .he's dead.

The graphics are dynamic and can be enhanced when the Expansion Pak is plugged in. The sound and score are taken straight from the trilogy. If you like intricate details, you'll enjoy finding creatures and sites from the movies. And get this, R2 will even fix the X-Wing when it takes on damage. Awesome!!!

This Rogue Squadron review is not two months late. .These are not the droids ..uh...You will subscribe to Game Informer magazine for the next ten years...Now, move along...

And You Believe This Game Is the Balance of the Force?

ANDY
THE GAME HOMBRE

Concept	8
Graphics	9.5
Sound	7
Playability	8.5
Entertainment	8.5
OVERALL	**8.25**

"For Star Wars fans this game is a no-brainer. You get to fly around in different Star Wars craft and blast the Empire to hell and back. Rogue Squadron has its little hangups (as do most LucasArts games), but overall it's entertaining. The mission-based gameplay will have you sitting and playing the levels over and over again trying to attain the elusive Gold Medal. Graphically, Rogue Squadron is one of N64's best (especially with the Expansion Pak). Sure the sound is a tad tinny, but overall it sets the Star Wars mood perfectly. **If you like Star Wars go buy this game now. If not, there isn't much reason to play it.**"

PAUL
THE GAME PROFESSOR

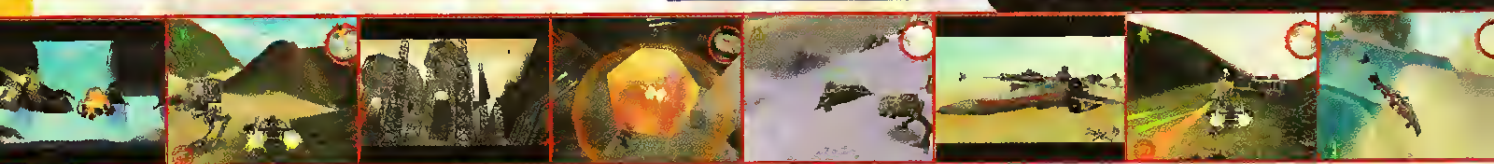
Concept	8
Graphics	9.25
Sound	9.25
Playability	9
Entertainment	9.25
OVERALL	**9**

"I'm a sucker for Star Wars and for flight combat. So when you mix them together it's very hard to resist. This game has a good balance of hardcore flight sim and arcade combat. On one hand you have to learn the flight characteristics (and controls) of different craft and on the other you get to dust AT-STs with your blasters. This balance of the Force also has its downside. The flight ceiling is always low as almost all the missions are ground-based. I really wish there was at least one mission in space. Even without the Star Wars stuff, **Rogue Squadron ranks as one of the best flight sims on any console.**"

REINER
THE RAGING GAMER

Concept	8.5
Graphics	9.25
Sound	8.25
Playability	9
Entertainment	8.75
OVERALL	**8.75**

"The blood of the Sith runs thick through my veins, blackening my heart, and increasing my hate for that puny Skywalker chap. So naturally, I approached this review with the worst of intentions. Yes, Luke has put the moisture farm behind him and all, but he's still a whiny little Rebel punk. R2! I spilled my Coke! Awww! To me, Wedge should have been the main character. But hey! Luke is fine...as long as he keeps quiet. As for the game? It's quite satisfactory. **The crafts handle exceptionally well and the graphics are to die for.** It also succeeds in delivering longevity of play by challenging you to capture hard-to-reach medals. However, it does suffer from delivering weak enemy AI, tinny music, mission monotony, and very little cinematics. Nonetheless, SW fans will love it to death."





Nintendo 64

Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 13 Vehicles; 11 Arenas; Several Game Modes Including Quest & Survival; 2 Views; Tons of Weapons; Car Damage; Rumble, Controller & Expansion Pak Compatible
- **Created by:** Luxoflux for Activision
- **Available:** March for Nintendo 64

80% Complete

Have You Had Your V8 Yet?

And then the walls came tumbling down. That's right groovy people, the PlayStation's exclusive reign over vehicular combat will come to an end this March when Activision releases Vigilante 8 for the Nintendo 64. It's hard to fathom, but the Nintendo 64 hasn't landed a vehicular combat game until now...three years into the machine's life. The PlayStation has basked in the great success of action-packed games such as an entire trilogy of Twisted Metal titles, Rogue Trip, and Vigilante 8. Now, after being nearly drowned in racing games, a new option arrives for the N64. Vigilante 8 is a visually impressive, every-car-for-itself combat game that delivers great variety in weapons and vehicles, realistic car physics, completely destructible levels, and tons of multiplayer options. If you haven't had your V8, then wait for the new and improved N64 version to hit.





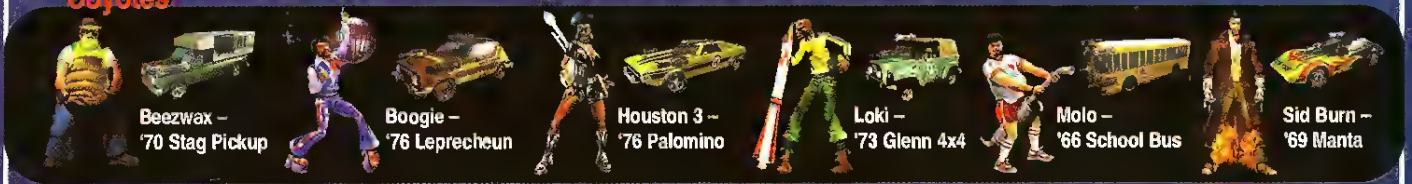
Nintendo 64 Exclusive

The Nintendo 64 version is loaded with all of the same features, vehicles, areas, and weapons as the original PlayStation offering. However, a few things have been added. Three and four players can now compete head-to-head, the hidden Alien character can now be used within the Quest scenario, and several new modes like 2-player co-op, 1-player survival, and multiplayer smear and brawl have been implemented. Also, after unlocking everything (by beating the game with each character) a brand spanking new level with the working title of Super Dreamland 64 will be accessible.

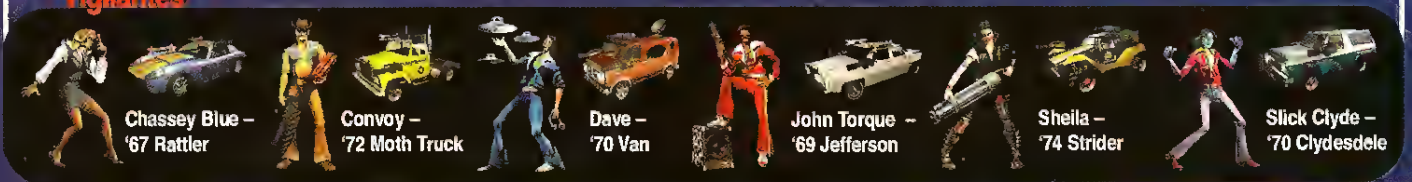
Characters & Vehicles

Take the film Mad Max (minus Mel Gibson) and mix its wicked "run over your baby" themes with the fashions of Saturday Night Fever (minus John Travolta) and the basic premise of Vigilante 8 is born. In total there are 13 vehicles that can be used (some of which are hidden). Each vehicle is equipped with an ultra coo' driver, unique attributes, and an exclusive special weapon. (Not pictured: "V" the Alien and his groovy '64 Luxo Saucer)

Coyotes



Vigilantes



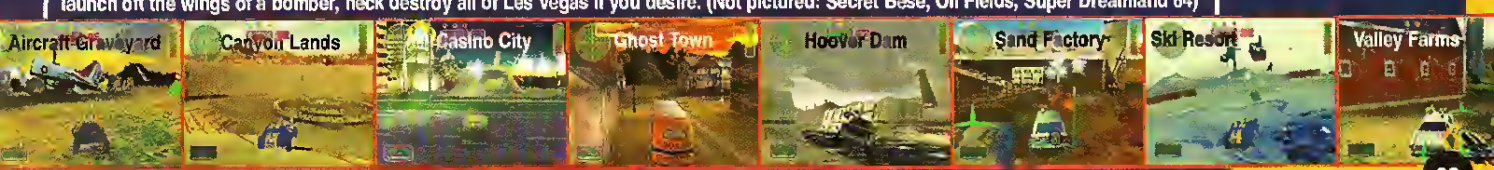
Gameplay

The basic goal of V8 is to destroy everything that moves. To do this, you'll need to outgun and outmaneuver the CPU opponents. The easiest means of victory is to utilize powerful weaponry that can be found and picked up. The weapons you'll stumble upon range from heat-seeking missiles to auto-lock turrets. Vigilante's controls are easy to handle, however, our review crew thought the play in the PS-X version was a tad jerky and rather uneventful. Then again, the N64's might be tweaked and improved. A great addition that has sparked our interest is the new 3 and 4-player modes. Like GoldenEye or Star Fox, Vigilante 8's multiplayer could very well be an addictive experience.



Arenas

All 11 arenas are completely destructible and loaded with many jumps and perils. Blow away a complete orange tree orchard, launch off the wings of a bomber, heck destroy all of Las Vegas if you desire. (Not pictured: Secret Base, Oil Fields, Super Dreamland 64)



Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; Inventory Menu; 2 Main Weapons Plus Multiple Secondary Weapons for Each Character; Controller Pak/Rumble Pak Compatible; Time Affects Most Situations
- **Created by:** Konami Computer Entertainment Kobe for KCEA
- **Available:** March for Nintendo 64

70% Complete

Castlevania 64



Pick up jewels for more ammo


Destroy the torches for more stuff



Maria's magic attack hits multiple enemies

Lifting the N64 Curse

Gamers have been hooked on Castlevania since the NES rocked the game world in the late 80s. Since then, Castlevania has become one of the best-known franchises in the gaming world. The tales of the battle between Dracula and the Belmont clan have continued to keep gamers enthralled. The latest installment, Castlevania 64, takes us on a nightmarish ride into Dracula's castle, to vanquish his evil once again.

Two characters are playable in Castlevania 64: Schneider, a descendant of the Belmont clan, and Maria, a young girl who uses magic. Armed with a series of weapons, these two charactera take on levels in very different ways. Schneider gets in there and attacks head on, simply beating the enemy to death. Maria is a little more agile, employing a magic attack that zeroes in on the closest enemy. Both characters can acquire power-ups for their main weapon, making them more powerful. Both also have a close-range weapon for hand-to-hand battles: Schneider wields a short sword, Maria a small knife. Along with this, there is the classic special weapon, ranging from hurled daggers to holy water.



The game offers clues

The game manages to keep the feel of the prior Castlevanias while moving the seriea to 3D. There are switches to pull, secret areas, and even roast beef. Enemies chase the characters all over the place, and the bosses are huge. From bone-throwing and kamikaze skeletons to winged beasts (as well as a host of other Castlevania favorites), a large assortment of monsters are ready for dismemberment.

One thing that has strayed from the Csstlevania norm is the lack of extra lives. The player receives only one. Considering that some of the jumpa on the first level are enough to spell certain doom, this is an interesting way to add challenge to an otherwise simple area. Many other areas in the game will likely follow suit. Also, gamers have to play with the concept of time. Depending on the time of dsy in the game, the player's environment will change. Some switches and doors will only be visible at night. Monsters are far more common and slightly more deadly in the evening as well. Using the time of day to the player's advantage is the key to survival.

So will thia Castlevania be something that Nintendo 64 owners have been waiting for? Possibly. The game is on the brink of greatness, but it is still too early to know for certain. Prepare, children of the night, for the full moon rising across the mountain...



There's nothing like exploding skeletons



Werewolves have blood too





GAUNTLET LEGENDS

A Wonderful Arcade Experience

Nintendo 64
Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 4 Playable Characters (Plus More Hidden); 6 Worlds With 6 Levels Each; Tough Puzzles & Secret Moves; Full Storyline Expanded From the Arcade Version; 3D Map for Easy Reference; Deathmatch Mode Added
- **Created by:** Midway
- **Available:** June for Nintendo 64

10% Complete

Images shown are of the arcade version



Gauntlet Lagends is one great arcade title. Recently bestowed a GI Honorable Mention in the Arcade category (see GI Awards), Gauntlet Legends ofters gameplay that stays true to the earlier classic, yet introduces new levels, weapons, power-ups, puzzles, and enemies to make tha 3D rebirth noteworthy indeed. Ona of tha things that makes Gauntlet Legends so appealing to play is all of the secret areas. Finding the Runa Stones and unlocking the final boss, as well as keeping the same character over successive game sessions, give this game something that was lacking in most other arcade titles. In fact, the arcade replay value is considered to be one of the highest around, as players plunk down mora and more money to see all the riches tha game has to ofter.

But the Nintendo 64 version plans to offer even more. Gauntlet Legends is coming to the N64 later this Spring with all the excellent details of the arcade game along with a sizeable number of new features. Instead of five worlds with two to four levels apiece, the N64 incarnation will feature six worlds with six sections each. And all the levels are new (the arcade levels will be left in the arcade), giving even the most dedicated of Gauntlet players lots of new places to explore. Players will still be seeking the Rune Stones, but a larger and more expansive back story will fill in the holes of the tales told so far. A 3D map has been added for players to find their way around the many enormous levels. Also, a Deathmatch mode has been introduced, in which players battle for as much treasure as possible. Although the regular game stresses cooperation, this mode is an all-out war with your friends.

Interestingly, the N64 version of Gauntlet Lagends actually has some graphic advantages over its arcade predecessor. The characters are somewhat more fluid, and don't blend into the beckground. This was a hindrance on the arcade version, which used the 3Dfx chip that is notorious for giving everything onscreen a mysterious glossy look. Truly, there are some shortcomings, like a few transparencies, but overall the N64 version will be much aasier to play thanks to the graphical alterations (which we won't necessarily call "improvements").

So who's ready for some Gauntlet on the Nintendo 64? You can bet that there's going to be a line for this one when it hits. Why? Well, it's not a racer! That mekes it something to look forward to after you've finished Zelda for the fifth or sixth time.



Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3D Environments; European Humor; Special Attacks; Power-Ups & Collectibles; Controller Pak Required; Killer Vegetables; Cutscenes
- **Created by:** Ubi Soft
- **Available:** February for Nintendo 64

90% Complete





Cleaning Up That Mess











As you know, most aliens are cold-hearted entities that long either to destroy our planet with some sort of distant death ray, or to process the entire population into an alien version of a Swanson TV dinner. But to categorize all aliens like this is simply unfair. Some are cute, clumsy, and ultimately kind-hearted. From Ubi Soft comes a janitor named Ed, a cosmic klutz from parts unknown. While cruising in the starship Albatross near the planet earth, Ed accidentally drops a flask containing a strange tonic out of the ship and onto the earth's surface. Unfortunately, the tonic does bizarre things, such as giving razor sharp teeth and serious attitudes to normally harmless things like carrots and sheep.

If Ed were an oil company, he would let members of Greenpeace clean up the mess; but Ed's a nice alien, and so he sets out to repair the damage and retrieve that troublesome tonic from Grogh the Hellish.

Tonic Trouble, comprised of around 21 levels, begins when Ed lands on earth. To start, our hero must sled down a narrow and treacherous canyon littered with obstacles, power-ups, and multiple pathways. But most of the game consists of typical 3D platforming along with collecting objects and solving puzzles. Ed also has special abilities like transforming into his alter ego, Super Ed. For a short while, Ed balloons into a throbbing hulk who can bend iron bars, open certain paths, and generally pound some skulls.

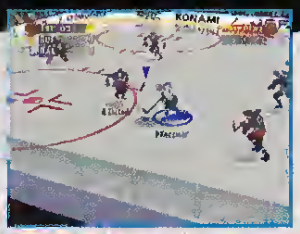
Tonic Trouble, along with titles like Rayman 2 and Starshot, is part of the upcoming European-N64-3D platforming invasion that might prove to be an assault worth watching. Then again, maybe not.

Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full NHL License; Controller & Rumble Pak Compatible; Custom Rules; 3 Modes; Drop Passes & One-Timers; Fighting; 16 Offensive & Defensive Formations; Puck Streak; Commentary by Randy Hahn
- **Created by:** Konami Computer Entertainment Osaka for Konami Sports
- **Available:** February 15 for Nintendo 64

70% Complete





Back on the Boards











Hockey season is well underway, but that doesn't mean there isn't room for another hockey game. Blades of Steel has been in hiding, but Konami is reviving it on both the PlayStation and Nintendo 64. At this stage in the game's development, it does not look like it will revolutionize video game hockey, but every standard is present and accounted for.

NHL license? Yup. Updated rosters? Of course. One-timers? You got it. Create player? Oh baby! Blades also has the usual three modes – Exhibition, Season, and Play-Offs. Within the Season mode are some management features. Lines can be managed and edited; and players can be created, signed as free agents, and traded. Plus you can manage a number of strategies on offense and defense. There is Slot Penetration, Triangle, Box Plus One, Diamond, Zone, Man to Man, and others. One unique feature in Blades of Steel is the addition of through passing, which unfortunately works much better in Konami's International Superstar Soccer. However, this pass does allow you to lead the intended target, offering some variation from the standard drop and flip passes. We are disappointed that there is no turbo feature or icon passing.

Blades of Steel '99 also offers five difficulty levels, but we thought all were easy. No matter what the setting, breaking through the "defense" is very simple at this stage of the game's development. Currently, the expert (most difficult) level merely increases the number of penalties called after checks. To combat this injustice, we use the steal button to cause turnovers, but that's not as fun as decking someone onto his back.

To compete with big boys such as NHL 99, Konami will have to fix these problems and let's hope they can before the game is finalized.

Review

- **Size:** 64 Megabit (With Battery Backup)
- **Style:** 1 or 2-Player Racing
- **Special Features:** 9 Courses & Track Editor; Customizable Cars (With Nearly 100 Upgrade Parts); Power Slides, Drifting, Wheelies, & Barrel Rolls; Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Takara for THQ
- **Available:** Now for Nintendo 64

Bottom Line: 5.75





	ANDY	PAUL	REINER
Concept:	7	7	3
Graphics:	7.25	5	5.5
Sound:	5	5	4.25
Playability:	8.25	6	8.25
Entertainment:	8.75	1	7.25
Overall:	7	4.75	5.75

Penny Racers

It's Your Lucky Day





Ahem. Penny Racers is about as interesting as a hunk of wood. That is, from a distance it's quite ordinary and dull. But if you take a closer look and examine the fine details, you'll see that it's quite unique and special...You still there? Drat! We thought we'd lose ya with that wood thing. All right, enough hogwash, here's the real deal. Penny Racers may not be the most exciting license in the world (since it is rated as one of the 10 worst), and the graphics may look childish and lacking in detail, but the gameplay is genuine, strenuous, and loaded with options.

The general gameplay (racing mechanics) is comparable to the likes of Mario Kart or Diddy Kong Racing. Penny Racers differs in granting the ability to customize and improve vehicles. By placing first through third (for any season race), you'll have the chance to freely cannibalize one of the vehicles that placed fourth through sixth. In such a case, you can steal one valuable part and add it to your stash. In total there are over 100 parts that can be accumulated and used. These parts range from engines, brakes, and weapons to accessories like taxi lights and hood ornaments.

Penny Racers may look like it's made for kids, but the play is strictly for advanced gamers. The CPU is always weapon-heavy and knows the fastest routes to take, making it extremely tough to place unless you are an expert. Penny Racers is also packaged with a great multiplayer feature that allows you to create your own tracks and load your customized cars. Boo-yah!

Andy, The Game Hombre
"Penny Racers is a wacky Mario Kart derivative that lacks a little gameplay punch, but makes up for it with part-swapping fun. The quest to conquer all the tracks and get all the parts is what makes this game great. The multiplayer ain't bad either."

Paul, The Game Professor
"Stealing the power-ups from your opponents can be fun for a day, but you have to be extremely desperate to grab this racer. This is a weekend rental at best."

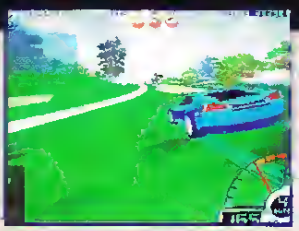
Reiner, The Raging Gamer
"I was always a Stomper man so I never really got into Penny Racers. But I gotta tell ya, no matter how much fun they might have been, this toy line does not make a good game license. The gameplay is tight, challenging, and much like Mario Kart, but the overall concept, car designs, and tracks are absolutely hideous and without any kind of flash or spunk. Buyer beware."

Preview

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 14 Selectable Tracks With Fantasy Themes; Over 15 Cars (Plus More Hidden); New Shortcuts; Customization of Cars Allowed; Rumble & Controller Pak Compatible; Utilizes the Rush 2 Engine
- **Created by:** Midway
- **Available:** March for Nintendo 64

80% Complete



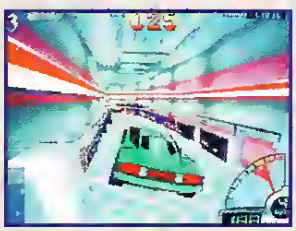


Rushin' Through Cali

California SPEED









Ahh, another month, another batch of racing games appears for the Nintendo 64. When will the madness cease? Are N64 owners that fanatical about cars? And if so, why don't they buy a Play5tation and Gran Turismo?

Anyhow, Midway taps into the racing genre again and brings us California 5peed. Hot on the heels of Rush 2, California Speed is heading to the N64 with all the features found in the arcade game as well as a host of improvements. Utilizing the Rush 2 engine, Midway has created a game that looks fast and plays tough. Choose from over 15 cars, ranging from a golf cart to a group of exotic autos, tweaked out for high speed. Race on 14 different tracks with interesting themes like a roller coaster or the interior of a spaceship.

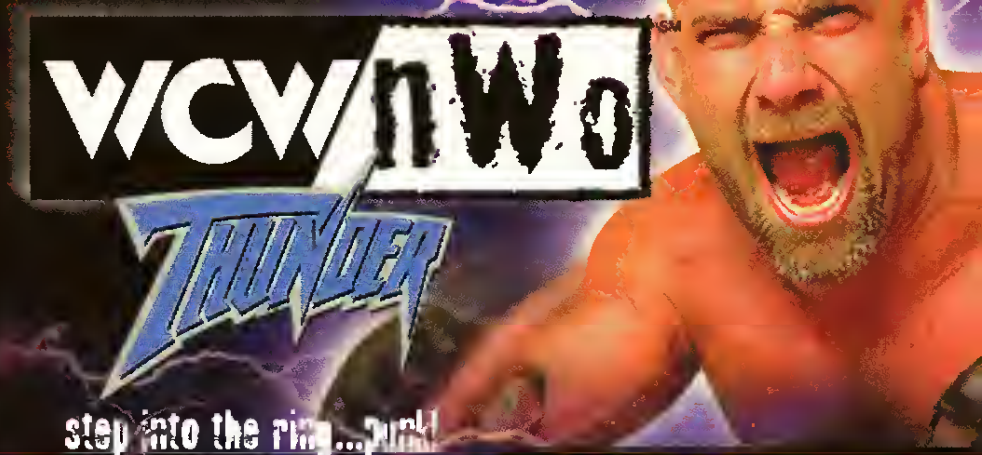
As for modes, while not all of them have been finalized, Midway plans to have a Tournament mode, a "Do the 5tate" mode, and a two-player mode. The Tournament mode puts players through all the tracks – forward, backward, mirrored, and mirrored backward for added replay. There are short cuts on all the tracks as well, giving the experienced player an advantage. The "Do the State" mode offers multiple endings while heading through the different tracks in succession (kind of like the Cruis'n series). The two-player mode is simply that, with more tracks opening as the players complete the other modes.

One distinct advantage of using the Rush 2 engine is that the drone cars will have solid AI. This equates into the drones' ability to cut off a passing player as well as their handy knowledge of all the shortcuts. The challenge is steep, indeed. So, if you don't already have enough racing games for your N64 (isn't that really a moot question?), California Speed is a possible title for purchase come March.

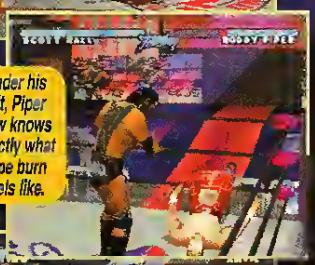
WCW/nWo Thunder

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 64 WCW & NWO Wrestlers (32 Are Hidden); Steel Cage Matches; Numerous Weapons; Run-In Characters; Analog & Dual Shock Compatible
- **Replay Value:** High
- **Created by:** Inland Productions for THQ
- **Available:** Now for PlayStation

Bottom Line: 4.75




Naughty!!!


Under his kilt, Piper now knows exactly what rope burn feels like.


After a great show, Sting decided to smash his gear.

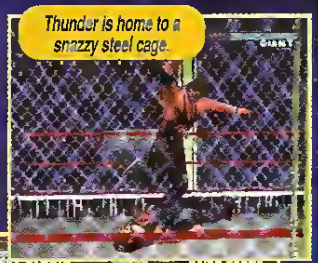
Professional wrestling is quickly becoming America's favorite pastime. (Well that, and the future of politics.) Yes, in the ring almost anything can happen. In a heartbeat, Goldberg's unbeaten streak could be snapped by Sting's Scorpion Death Lock, Scott Hall could sober up and praise Raven as the Lord, and Randy Moss and Jesse "The Mind" Ventura could win the Tag Team Belt. These endless possibilities (better know as "Pay-Per-View Events" in wrestling terminology) are what make wrestling, and most notably, the WCW such a wonderful experience. Viva WCW! Viva wrestling! (sob)

If that introduction doesn't get you in the mood for some "no-holds-barred," "I'm gonna rip off your face," "snap into a Slim Jim excitement," then we don't know what will! Actually, we do know of something even more exciting. Yes wrestling aficionados, THQ and Inland Productions have just released another WCW title. Last year, they won us over with WCW Nitro, now comes WCW/NWO Thunder. All of your favorite wrestlers (excluding Warrior and Ric Flair) are part of the package. There are over 60 wrestlers in the game! Wow! And get this! Most of the wrestlers come packaged with an exclusive move or two. DDP has the Diamond Cutter. Luger has the Torture Rack. And Kidman can even perform the death defying 7 Year Itch.

Plus, all of the rings are intact with authentic detail and animated crowds. The crowds will even boo and throw garbage into the ring when the NWO or Raven's Flock tries to pin an opponent. All of the characters can also be assigned to different organizations like the Wolfpack, Raven's Flock, and the Four Horsemen. And when you summon help (a run-in) a member of the same team will always enter the ring.

The gameplay is identical to Nitro, which relies heavily on smack-the-button arcade action. However, Thunder does come packed with a few new additions like a steel cage that can be scaled, and weapons (signs, TVs, belts, guitars) that can be brought into the ring and used to mercilessly beat down the opposition.

Parents be warned. Thunder does contain tons of violence...but then again, who can tell if it's real or not? Ha! Ha! Ha! Ha!...


Thunder is home to a snazzy steel cage.


"Tag. You're it!"


A threesome with Goldberg and the Seven Year Itch...it's a wrestling fanatics dream!!!

Goldberg says, 'Jack this!"

ANDY
THE GAME HOMBRE

Concept	7
Graphics	5
Sound	6
Playability	4
Entertainment	2
OVERALL	**4.75**

"On the surface, WCW Thunder has a number of entertaining options. The wrestler rants, the FMV sequences, the number of wrestlers and moves are all the right ingredients for a great wrestling game. But that's where the magic ends and the horror begins. **The graphics in Thunder absolutely suck.** The animation is awful (all the wrestlers look like they have metal poles shoved up their butts), and the announcer just screams out the moves as you pull them off. But who cares what move you pull off, because the computer AI is pathetic and weak. Multiplayer is alright, but the 1-player game is awful. The only reason you'll want to rent this game is to see the rants."

PAUL
THE GAME PROFESSOR

Concept	2
Graphics	6
Sound	8.5
Playability	5
Entertainment	3
OVERALL	**5**

"Don't be fooled by the name. This game is purely WCW Nitro with some more FMV and other fluff. It does have more wrestlers and the individual entrances are excellent. But the game stinks as far as options. The cage match is worthless and does not even follow the common rules. The Battle Royale just chugs and it also has a horrendous playing perspective. The control is almost identical to Nitro but the addition of the Test of Strength makes things worse. Serious WCW fans will want to rent this game, unlock the secret characters, and then return it the next day. **There are only cheap thrills from this lame wrestling game.**

REINER
THE RAGING GAMER

Concept	5
Graphics	5.75
Sound	7.5
Playability	2
Entertainment	2.5
OVERALL	**4.5**

"What a disappointment. I thought for sure Thunder would turn out better than Nitro (since it couldn't get much worse), but I stand corrected. It tries feverishly to be entertaining and realistic, but it fails...it fails in a bad way. Why? Here are a few examples. You can defeat the computer every single freakin' time in under twenty seconds (see *Secret Access*). You cannot engage in cooperative tag team, only 2-player versus. Warrior is not in the game, nor is Ric Flair. **The characters move about like they just got out of jail with that strange nothing-happened-while-I-was-in-there walk.** And last, but certainly not least, slowdown occurs when the ring is crowded or the background design is too complex. If you disliked THQ's Nitro (like I so cheerfully do), then stay away."




An Epic Adventure
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For a dealer near you, call (530) 243-3417.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Virtual Pet-Like Companion; Character Morphing; Over 50 Combat Toys; Magic & Item Use; Over 100 Enemies; 15 Minutes of FMV; Analog & Dual Shock Compatible
- **Created by:** Tamsoft for Activision
- **Available:** March for PlayStation

80% Complete

GUARDIAN'S CRUSADE

THE VIRTUAL PET INVASION

In its homeland of Japan, Guardian's Crusade went under the guise of Knight & Baby and was developed by Tamsoft, the mastermind behind the Toshinden games. Knight & Baby found immediate success amidst a sea of RPGs and delivered an innovative PlayStation adventure. It combined traditional RPG values with virtual pet and collecting themes, similar to Nintendo's Pokémon release. However, Knight & Baby's primary focus was more in-tune with the quest than the critters. This March, Activision will port it Stateside, and if Pikachu makes you smile, or Final Fantasy makes you shake, then stay tuned, because this RPG may make you do a little of both.

Baby = Virtual Pet Companion



The relationship between the knight and his newborn pink sidekick is defined and constructed entirely through virtual pet concepts and techniques. Your interaction with the pet will actually determine its overall personality, growth, and abilities. At the start of the game, the baby flees from combat and doesn't do much but walk behind you. But from your feedings and valuable teachings, the baby will eventually learn how to transform itself into 14 different creatures, and will even have the capacity to go on solo missions for you. If you nurture it correctly, the baby will make your quest a whole lot easier.



Overworld Exploration



The overworld exploration is constructed magnificently. The player can control the camera angle, eliminating the chance of awkward placement. The main character is equipped with a run button, making exploration a breeze. Conversations with village folk are quick and painless, and best of all, Guardian's Crusade doesn't feature random enemy-placement. Thank the pixies! Of course, the enemies that enter battle are still random choices. But hey! At least the gamer has a hand in how often the battles take place, and won't be bothered by "phantom" attacks.

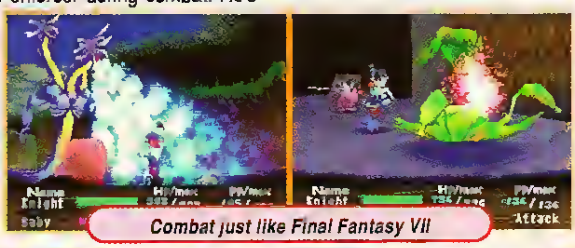
Combat Toys

If the virtual pet side of Guardian's Crusade doesn't spark your imagination and keep you completely engrossed, then maybe the collecting will. Yep, just as with Pokémon, the player will need to hunt down over fifty different combat toys that are hidden within bookshelves and barrels, sold by merchants, and protected by bosses. These valuable toys are actually extra party members that are exclusive to combat. During battle the toys can be called upon to lend a hand. Some will attack, others will defend or heal, but only three can participate at once. The combat toys feature different abilities and require a certain amount of Power Points (magic points) to be summoned.



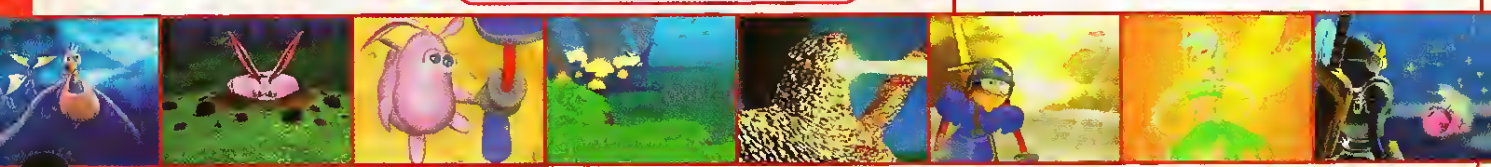
Combat

The combat scenarios are comparable to the battles in Final Fantasy VII. The main character (knight) is the enforcer during combat. He's limited in what he can do (only basic sword attacks), but he commands the baby and decides which toys should be summoned. All the complexity of war is packed within the combat toys and baby transformations. Your role is simply to direct it all so that it works like a well-oiled killin' machine.



Storytelling

The baby's origin is a mystery; in fact, this mystery forms the back story in Guardian's Crusade. And as in any such game, the quest is for answers. Over fifteen minutes of pre-rendered FMV and a ton of real-time character dialog is packed into this RPG. Come March, you can check it out for yourself.



Syphon Filter

Spies Like Us

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Intuitive Controls; Danger Meter; Radar; Auto Targeting; Tons of Weapons Including a Taser & Sniper Rifle (With Infrared View); Mission Based Levels; Stealth; Analog & Dual Shock Compatible
- **Created by:** Eidetic for 989 Studios
- **Available:** February for PlayStation

75% Complete

What happened to the action genre? Just a few years ago, we were jumping over slothful bullets, out-running heat-seeking missiles, and leaping over pits and perils. Now, we're ducking into shadowy corners, contacting headquarters on a wrist communicator, and sniping world leaders right between the eyes with high-powered weaponry complete with silencers and heat-sensitive laser scopes. Ever since GoldenEye rocked the Nintendo 64, the action genre has exploded in an entirely new direction and has keyed in on delivering the most realistic espionage-filled gameplay possible. Metal Gear Solid, Turok 2, Tenchu, and Mission: Impossible are all innovators within this newborn class, and now, another is nearing completion and will soon join their ranks. Read on to see how 989 Studios and its first spy thriller, Syphon Filter, will attempt to catapult this genre even further into the future of gaming. ■





Characters & Things That Go Boom

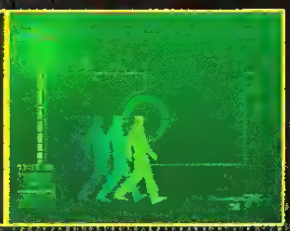


Players assume the role of arms and tactical expert Gabriel Logan. Outfitted with the latest technologies and equipped with an army's arsenal, Gabriel is the perfect man for any job. Hostage situations, assassinations, seek & destroy – you name it, "Gabe" can do it. His weapon of choice is the Silenced 9mm. It's efficient for any scenario. But Gabe also likes to get down and dirty with the M-16, Sniper Rifle, Taser, Shotgun, and nearly a dozen different death-dealing devices.

Distance Targeting

Sniping enamies from a distanca is great fun for all. Syphon Filter grants this privilega with three easy to usa techniques. One, simply disengage auto-lock and freely move the target cursor to the distant opponent. Two, utilize the sniper rifle with its zoom. Three, usa the heat-sensitive sniper scope to pick enemies off from a distance, even in the dark.

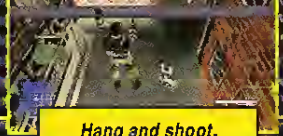




Maneuverability & Enemy Awareness



180° of shooting.

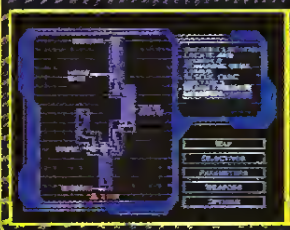


Hang and shoot.

Syphon Filter is equipped with a sophisticated gameplay engine, featuring realistic enemy intelligence and dynamic gameplay. As in Metal Gear Solid, stealth is an important gameplay attribute in Syphon Filter. Sneaking past enemies is crucial, but extremely difficult. In Syphon Filter, the enemies are smart and equipped with great peripheral vision. If you're moving in front of them, they'll notice. When you're spotted, they'll open fire, and even duck behind objects for cover, making it extremely difficult for you to retaliate. To be stealth-like, Gabe is retrofitted with a ton of different movements. He can run and shoot from shoulder to shoulder (180°). He can sh[illegible] across poles, hang by one ha[illegible] and [illegible]n fire, [illegible] around corners, sniping the opposition with ease.

Missions

Using a mission structure similar to N64 blockbusters GoldenEye and Mission: Impossible, Syphon Filter throws a series of directives and parameters in your face. To complete a level you don't necessarily need to run from beginning to finish. Before you can leave, or consider yourself a victor, you must first complete a series of ob[illegible]ctives on each stage like locati[illegible]n an al[illegible] destroying an enemy's communication array, entering an enemy stronghold undetected, then assassinating a foreign ambassador. Fail one objective, or break a parameter (firing on friendlies, damaging equipment, etc.), and the mission will end.





On some missions you'll have help

Storytelling

As with any good game, Syphon Filter is equipped with a massive story that stretches from start to finish. The plot? Stop an unknown terrorist organization from using a new man-made biological virus to take over the world. Who is this criminal organization? And what are they after? You'll have to wait 'til February to find out.



CONTENDER

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Tournament, Practice, & Training Modes; Load Saved Boxers for Fighting; Female Boxers Included; Arcade-Style Gameplay; 40 Different Fighters (20 Playable); Secret Moves; 3 Styles of Boxing; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Victor/JVC for SCEA
- **Available:** Now (January 12) for Sony PlayStation

Bottom Line: 6.75



The TKO is the fastest route to victory


Snake gives you advice. Listen to his wisdom


The secret characters are very silly.


Up close and personal


Replays showcase each knockdown.



Snake shows you a powerful move.

Pummeling Makes the Day

The realization by the U.S. gaming industry that there were no boxing games for the PlayStation or the Nintendo 64 finally hit earlier this year. Since the dawn of the 32-bit era, there have been only three boxing games released: Foes of Ali for 3DO, Center Ring Boxing for Sega Saturn, and Knockout Kings for Sony PlayStation. Knockout Kings has already enjoyed success due to its character license as well as its being the only boxing game on a still-active platform. But its solo status is about to change, thanks to JVC and Sony.

Contender offers fast-paced boxing action that is very open-ended. Choose a fighter (male or female) with one of three different styles: Detroit, Peek-A-Boo, or Open. In the ring, mobility is stressed, since the speed of the boxer is just as important as the ability to block. Players can use such tactics as rope-a-dope, duck-and-cover, and more. There are multiple combinations to master along with an arsenal of "power punches" that can send an opponent reeling.

The game has three modes of play: Main Event, Tournament, and Exhibition. The most extensive mode is the Main Event, where you take one character from a roster of eight and try to take him or her to the top. As fighting experience is racked up, the character's attributes will increase, giving the boxer a better chance of taking on higher levels of opponents. To improve, characters must train with the best of the best, Snake (whom you may remember from Center Ring Boxing). A one-eyed boxing kingpin, Snake offers advice and teaches your character new moves from time to time. Along the way, your character will be challenged to a match. Taking up the challenge, instead of simply choosing all of your own fights, gives you the opportunity both to build up attributes faster and to place some more wins under your belt.

The Tournament mode allows up to 32 competitors to duke it out in a free-style tournament. All of the characters in the Main Event mode are included in the tournament. The number of players who can compete is unknown at this time.

The last mode available is the Exhibition mode, where there are eight playable characters to battle it out with friends. Some of them are pretty wacky, like Captain Crush (who looks exactly like Captain America, but don't say we said so) and Goober. Players can also load saved characters from the Main Event mode into the Exhibition mode for use. A nice option, especially considering the amount of time it takes to build up a boxer.

Can Contender, which stacks up much better than Knockout Kings in terms of playability but falls short of it in "realism," do well? Only time will tell, but know this: Contender is no flash in the pan.

ANDY
THE GAME HOMBRE

Concept	7
Graphics	6.75
Sound	6
Playability	7.25
Entertainment	7
OVERALL	**6.75**

"At first, this game is hard to get into as the control is like trying to box in water – sluggish and unresponsive. But with time you start to understand the intricacies of this title. Without a boxing license this game's attraction is the Main event where you get to take a young boxer and fight your way through the ranks. This is definitely fun, but **there are times when I felt like I wasted two hours of my life just sitting there doing the same combinations over and over.** The ability to take your created boxer and match it up with your friends in the Exhibition mode is a definite bonus to this title, but there aren't enough fighters to make this mode really interesting. I prefer the tight control and speed of a Punchout, over the slow pace of Contender."

PAUL
THE GAME PROFESSOR

Concept	7
Graphics	6.25
Sound	8
Playability	8
Entertainment	5
OVERALL	**6.25**

"I could have been a Contender, but I got bored. The concept of climbing the ranks and learning new moves is nothing new and Contender's engine is pretty predictable. The different boxing styles add a little variety, as do the two-player battles, but all of the excitement is short lived because of the poor animation and basic looks. I kept waiting for the characters to bust out with a kick or shoot a fireball. Boxing fans have already been treated to a decent game in Knockout Kings and Contender doesn't come close to offering as much as EA's game does. **Take a look at this game only if you are tired of Knockout Kings.**"

REINER
THE RAGING GAMER

Concept	7
Graphics	7
Sound	6.25
Playability	7.75
Entertainment	7.5
OVERALL	**7**

"Contender leaves much to be desired. The gameplay doesn't really deliver much more than timely button pressing. I never had to block or retreat to my corner, I just punched until the bell rang or the opponent hit the mat. Contender's career mode was a great idea, but it lacks options and can be completely conquered within one sitting. The characters are also designed and animated very poorly. **Most of the boxers in this game look like they belong in the Street Fighter universe rather than in a professional boxing league.** In a whole, Contender is moderately entertaining. The 2-player is somewhat fun, but the 1-player game is just too limited."



ROLL CAGE

Rolling to the Beats

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 4 Modes of Play (League, Time Attack, Practice, Deathmatch); 4 Worlds With 15 Courses Total; 6 Characters (Plus More Hidden); Many Power-Ups; Drum & Bass/Jungle Soundtrack by Well-Known DJs; Interactive Courses; Analog & Dual Shock Compatible
- **Created by:** Attention To Detail for Psygnosis
- **Available:** March for PlayStation

85% Complete



Dodge the attacks.



Falling signs spell disaster.



Looks like somebody wrecked a building.



A mid-air collision.



Power-ups abound.

Psygnosis is well known for its ability to publish racers with lots of high speed and excitement. Rollcage, by ATD, is no exception. Play as your choice of six danger-loving speed junkies and race through futuristic landscapes, trying to capture the first-place prize. While racing, you will find power-ups scattered through the course for use in the race ahead. There are lots of interesting weapons, like one that homes in on the enemy directly in front of you and warps their rollcage behind you. There are also "defensive" weapons, like the speed booster and the shield. Using them well is essential to winning.

And the situations change rapidly, due to the interesting makeup of the rollcages, weapons, and tracks. The vehicles are created with a reversible top and bottom so that when the rollcage flips over you can just keep on going. And there's lots of flipping going on with uneven surfaces, walls that the vehicles can ride on, and huge, slanting jumps. No one is able to stay in front for too long, so the battle for first place is constant and challenging.

Because coming in first every time is such an ordeal, the game rewards players that do with goodies. Deathmatches, Mirror mode, and more are handed out to those who persevere in the race for domination of the league. To prepare for these tests of will, there are Time Attack and Practice modes to allow players to gear up for the real deal.

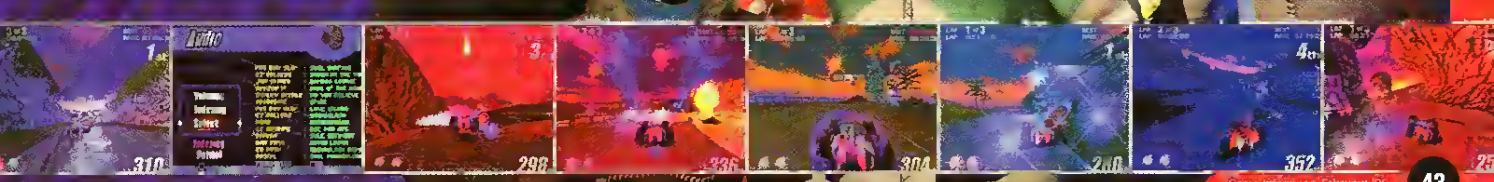
As usual, the graphic intensity of this Psygnosis game is top notch. Lens flares, huge explosions, and an exceptionally smooth and ultra-fast frame rate turn even the most jaded gamer's head. When in a first-person view, you will experience the high speed, as well as the sickening feeling of turning upside-down when riding on the ceiling of a tunnel or when flipping and spinning out of control.

Psygnosis has also returned to its WipeOut roots by compiling a soundtrack worthy of its racers. Junglists will savor the cuts by Fat Boy Slim and EZ Rollers, while the rest of the public will get a taste of the music that has taken the U.K. by storm. Once a player gets into the music, the game flows. As with WipeOut, the music tracks can be randomized or run in succession. Aficionados of digital music will be seeking some of these cuts at their local record store. If, of course, these fans don't already own the vinyls.

So after a long absence from the niche of futuristic racing, Psygnosis returns to the area that it helped define. And Game Informer is more than happy to welcome it back. If you crave speed, mad beats, and a great challenge, Rollcage should be at the top of your wish list. ■



A close race. Who will win?



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Magic Spells; Puzzles; 30 Types of Enemies; 14 Levels Including Boss Levels; Retractable Claws; Sniper Mode; Power-Ups & Collectibles; Voodoo
- **Created by:** Crystal Dynamics for Eidos
- **Available:** January 20 for PlayStation

90% Complete



Voodoo in the Family

This title's main character, Akuji, comes from a very mean-spirited family. How mean you ask? Well consider this. On Akuji's wedding night, his own brother rips out Akuji's heart and imprisons his sibling's wife. But then, Akuji is no saint either, and so he is banished to hell where he meets a mysterious force known as the Baron who offers Akuji a deal. If Akuji can rid the underworld of his evil ancestors, the Baron will return Akuji to his beautiful bride.

According to the story, there are several vestibules of hell and Akuji must clean them out. Each vestibule contains several levels and a variety of twisted enemies like mummies, grim reapers, and large colorful rhinos. For combat, Akuji has retractable steel claws. Like Wolverine, he can slice and dice with incredible skill; still, these claws are not his most powerful weapon. Akuji can also use magic spells. Of course, there is the basic fireball spell, but other spells also allow Akuji to teleport into the bodies of his enemies or to summon demons.

In addition, the levels are filled with different collectibles and power-ups. For instance, if Akuji collects 100 voodoo dolls he gets an extra life. For power-ups, Akuji can collect beating hearts to restore health, and colored skulls give Akuji his magic spells. Then there are the souls of his ancestors. There aren't many on each level and some can be tricky to find. Akuji doesn't need to find them all, but a certain amount are required to face a boss and move on to the next vestibule.

Akuji is also filled with puzzles and some decent platforming. The puzzles give you access to bonus power-ups as well as the rest of a level. Sometimes you'll just have to strike a statue, and other times you might have to search a large room for a series of switches to shoot. The platforming is fairly simple. Jump from platform to platform, avoid the spinning spikes, and slide down the occasional zip line. But that's not all. Akuji can monkey bar swing and, at the end of the line, players can swing Akuji's body like a pendulum and then launch on top of a platform. Some parts of platforms are invisible, and the only way Akuji will know where to land is by looking into a large mirror and using the reflection.

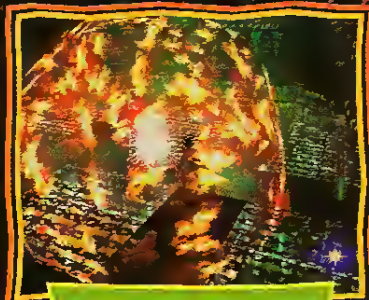
This game won't be for everyone as the voodoo overtones won't sit right with some folks. But strictly as an action/adventure title, Akuji brings a lot to the table. However, we're still bummed the camera hasn't been perfected.


The Baron.

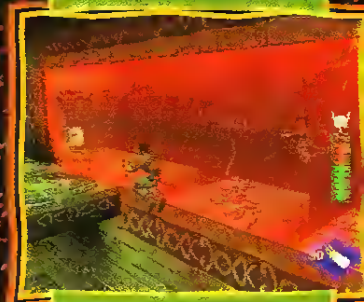







Cast a magic spell.


The first boss.


Use the reflection for help.


Get in close to use the claws.



The

Bust A Groove™

Flip book

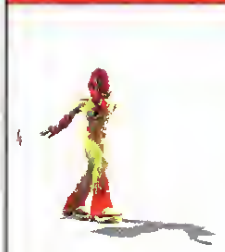
Cut squares, assemble in order and staple

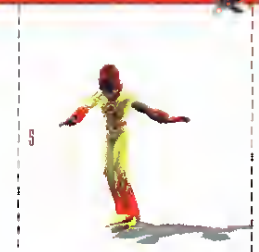
STARRING HEAT





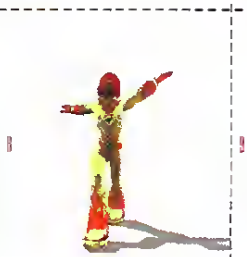
















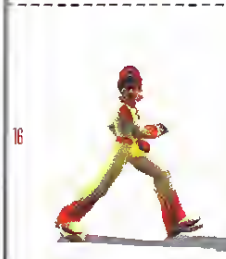
































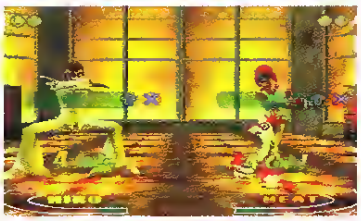
989 STUDIOS

Funkin' Groovin' Dance Action!

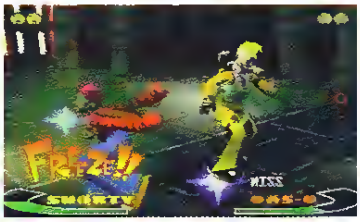
Here's the dilly, yo... It's called Bust A Groove: The fresh, competitive dance game for a funked-up PlayStation® generation. You control more than 10 club characters as they perform their super realistic dance moves to disco, house and hip-hop beats. So get your body movin' with the game that's got the groove goin' on!

www.989studios.com









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- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** CG Cutscenes; Horrifying Enemies; Weapons & Items To Collect; Puzzles; Dual Shock Compatible; Save Points
- **Created by:** KCET for Konami
- **Available:** March for PlayStation

75% Complete



Following a Tough Act

SILENT HILL

Silent Hill, developed in Konami's Tokyo studio, is hoping to get the attention of the millions of Resident Evil fans out there. We're not taking an outrageous risk by betting Silent Hill will steal some RE fans, if only temporarily. Of course, a big factor working in Konami's favor is that Silent Hill will release well before RE 3.

Without question, Silent Hill has been strongly influenced by the king of survival horror. We could condemn Konami for lacking originality, but since there have been no decent rip-offs of RE to date, we're actually curious and excited to see what Silent Hill can deliver. Certainly, similarities can be found just about everywhere between the two titles, including the environments, weapon and item interface, overall style, and control.

As in RE, Silent Hill's environments (indoors and out) are dark and shadowy. The weapon and item interface is also very similar. In most cases, items need to be selected on a separate screen and then equipped. Also on this screen, health is gauged using a color code. First-aid kits as well as ammo can be found and stored for later use.

As the story progresses, more and more is revealed about the characters and the mystery surrounding the small lake resort town of Silent Hill. The main character, Harry Mason, and his daughter, Cheryl, plan a vacation to Silent Hill. Strangely, after a late-night road accident, Harry awakes within the town. But that's not all. Cheryl is missing and the town is seemingly deserted and shrouded in a thick fog.

When Harry revives and gets out of his smashed Jeep, he must search the town for Cheryl. As Harry, you'll soon discover winged demons, large monkey-like enemies, and even a killer dog or two. In addition to defending himself, Harry must find and decipher various clues. One time you might simply have to read a note, and another time you must solve a riddle on a bloody piano.

Silent Hill uses a third-person view and a control similar to RE. Most of the action comes from exploring the town and shooting the bad guys. To shoot, you have to equip a weapon, hold the shoulder button down to aim, and hit another button to shoot, just like in RE. At this point, however, the aiming feature is not as friendly and sometimes the camera gets stuck facing you so that you can't see what's coming. But there is a look button that helps alleviate this problem.

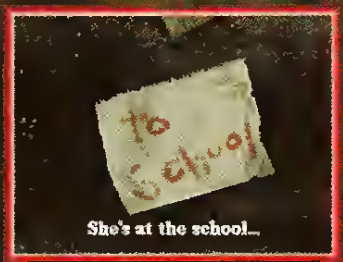
In case you haven't noticed, Silent Hill is a game that RE fans should find interesting. While it might not be a classic at the level of RE, Silent Hill is definitely taking lessons from the expert.











Where could Cheryl be?



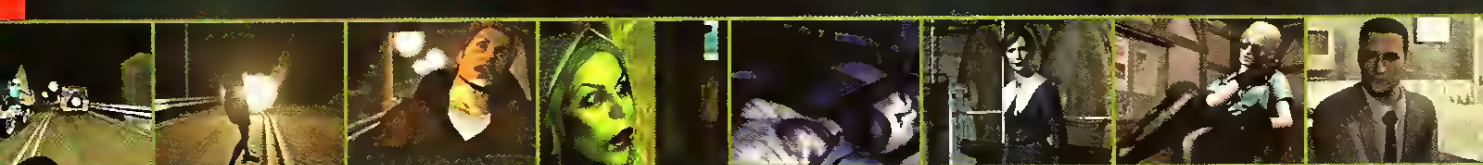
The plot thickens.



We say, go for it.



Run from the monkey men.





PlayStation
Preview

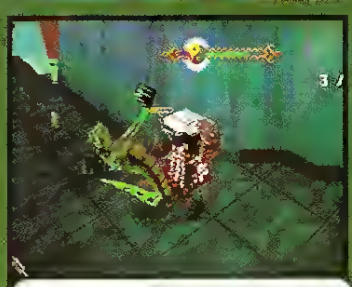
- **Style:** 1 Player Action
- **Special Features:** Chi Meter; Fighting Combos; 20 Levels; Various Kung-Fu Styles; Power-Ups & Collectibles; Bosses; Dual Shock & Analog Compatible; Real-Time Cutscenes; 2 Difficulties
- **Created by:** DreamWorks Interactive for Activision
- **Available:** February 23 for PlayStation

70% Complete


The first boss carries a big stick


The Chi.


Cautiously approach...


...then jump kick him in the chops

EYE OF THE TIGER

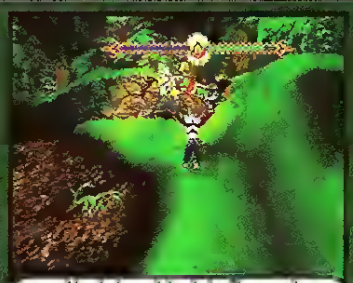
No relation to the far eastern cuisine, T'ai Fu incorporates third-person fighting using different styles of kung-fu. The main character, T'ai Fu, is a tiger and a member of China's dwindling Tiger Clan. As T'ai, your abilities increase as you learn additional moves and defeat other clans.

Often, you can conquer an enemy by rapidly hitting the attack button and performing simple combinations. But there are a number of learned moves like the pounce attack, crane hover, and monkey roll. You can also grab onto an enemy, pick him up, and toss him – hopefully over a ledge or onto some deadly spikes. One of T'ai's most visually stunning special attacks uses Chi power. When unleashed, a blue flash of light inflicts damage on everything onscreen. Of course, its use is limited and gauged with the Chi meter. Simply wait for it to fill back up, and you can unleash the Chi again. T'ai can also defend against attacks by blocking and ducking.

As mentioned before, T'ai must face a number of different clans. Like T'ai, these members bear resemblance to their names. The Snake Clan, for instance, is made up of cobras and giant pythons fitted with boxing gloves. You'll also encounter the evil primates of the Monkey Clan and the agile felines of the Leopard Clan. Plus, clans throw boss characters in your way. The snake boss awaits in an arena, cutting off your escape. Using a long staff, he swings and jabs to inflict damage and to effectively block your attacks. If you don't move around quickly enough, the snake whips out his tail, grabs you by the foot, and pulls you close for a minor beating. In all, you'll find 27 enemy types to square off against.

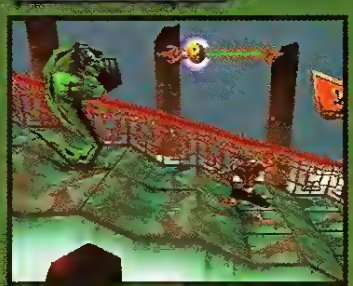
In addition to fighting, T'ai Fu has a couple of platform elements included. For the most part, this entails jumping from platform to platform or ledge to ledge. There are also power-ups and collectibles. Health power-ups fully replenish the health meter, and jade colored icons can be collected to earn an extra life. T'ai can also acquire invisibility, attacking his enemies unseen and unresisted.

The action rolls along quickly in T'ai Fu and is not overly difficult. The camera is little goofy at times, but overall, the control responds nicely. If you're a fan of action and basic fighting, keep an eye on T'ai Fu.


Next, toss him into the mud to finish the job


T'ai Fu requires basic jumping skills.


Take on two from the Leopard Clan







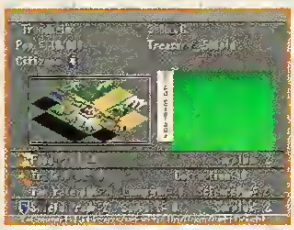
- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Based on Popular PC Title; PlayStation Enhancements in Interface; New Beginner Mode; 21 Historical Civilizations
- **Created by:** Microprose/Human for Activision
- **Available:** February for PlayStation

89% Complete

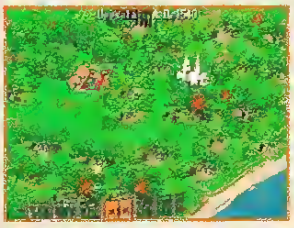


From the Wheel to the Space Age!











To set the record straight, Civilization II is a PlayStation adaptation of the PC (and Mac) hit. A strategy game if there ever was one, the console history of Civilization dates back to a Super Nintendo version of the first Civ game – also a PC port. As the name suggests, the goal of this game is to start with a small tribe of stick-wielding cavemen and make them into a thriving civilization capable of conquering the world or colonizing other planets.

In essence, Civilization is a brief history of the human world where the player determines the economic, social, scientific, diplomatic, and military decisions associated with a tribe. The cool thing about Civilization II is that it follows approximately 6000 years of world history, and the tribes are loosely based on well-known civilizations throughout time. The partying Greeks, the conquering Romans, and the pillaging Vikings are a few of the 21 "tribes."

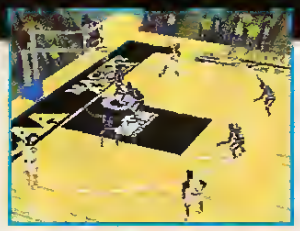
Like almost any strategy game (and the development of any civilization), this title offers tons of variables and paths to follow. You could build a small ring of cities fortified with a strong defense. Conversely, you could spread out across the land, exploring the unknown. Your trusty advisors will give advice on how to develop your world, but the path on which you take your tribe of from 10,000 to over 8 million people is up to you.

Be sure to keep an eye out for this strategy game in the near future.



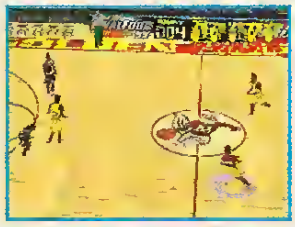
- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports (8-Player Via Multi-Taps)
- **Special Features:** 305 NCAA 1-A Teams & Arenas; Commentary by Quinn Buckner; Motion-Capture by Paul Pierce; Animated Crowds, Refs, & Coaches; New Shot Meter; Icon Passing & Switching
- **Created by:** 989 Sports
- **Available:** January 15 for PlayStation

90% Complete



At Least These Guys Care











We already like Final Four better than the slew of NBA games heading for retail shelves. It has nothing to do with the quality of the games, but rather the sick feeling we get knowing that we're lining the pockets of owners and players when we buy their games.

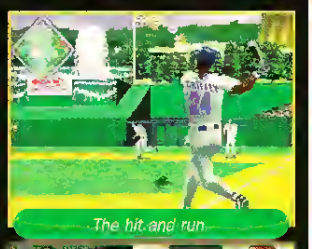
Final Four '99 is Sony's answer to college basketball and it's packed with an impressive 305 Division 1-A teams. For the personal touch, Sony has enlisted the help of former Boston Celtic, Quinn Buckner, for the commentary and former Kansas Jayhawk star, Paul Pierce, for the motion-capture.

Some new features of Final Four '99 include animated crowds that react to the game by standing and waving their hands. Referees are also animated and you'll be able to see all of these hyper-tense coaches stalking the sidelines. The players, naturally, have animations as well and in addition to an array of dunks, you'll see them dive for loose balls and collide with each other. Another new feature is the shot meter that allows players to shoot with more precision and develop a rhythm to their shots.

Final Four '99 also has season ending awards like All-American and All-Conference teams, a conference player of the year, and the National Player of the Year. The game also comes with four modes, icon passing and switching, a variety of offensive and defensive strategies, and four difficulty levels. Of course, this game also has one of the greatest single sporting events the world has ever known – the 64-team national tournament. Stay tuned; in March we should have a review of Final Four '99.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Two-Man Commentary by Vin Scully & Dave Campbell; New Total Control Pitching; Enhanced Spring Training; GM "Dynasty" Mode; TV-Style Camera Work; Analog & Dual Shock Compatible
- **Created by:** 989 Studios
- **Available:** March for PlayStation

60% Complete


The hit and run.


The knee to the face.

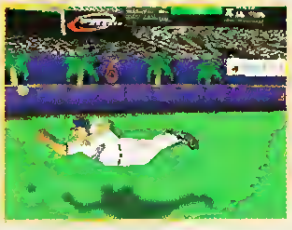
The Future Is Now




The battle for the plate.


Where's your glove Sammy?


The roid bash



If the prophecies hold true, then there will be no baseball played in the year 2000. But don't lock yourself into the bomb shelter just yet. We still have the '99 season to look forward to. All sorts of wonderful things could happen this season: The Twins could give up and forfeit the entire season...The Ultimate Fighting Championship's main event could pit McGwire vs. Sosa...Wally the Beer Man might actually win the beer man of the year award...And the hard-core fans might actually wise up and unanimously agree that baseball is one boring sport.

Ahhhh...The list of potential memories could go on and on. But for video game enthusiasts, a whole different set of unforgettable moments can be found in 989 Studios' upcoming MLB 2000 game. Yes, 989 is one year ahead, but all the players and teams from the '99 season will be incorporated into this millennium-rocking game. As expected, MLB 2000 utilizes last year's engine. And it doesn't take a rocket scientist or hamster herder to figure out that MLB 2000 features tons of enhancements as well.

The big addition is the inclusion of Total Control Pitching. Now, players will have more control over painting the corners and overall pitch placement. The innovative Spring Training mode has also been reworked to be more intuitive and complete. As you dance and sing to impress the GM and coaches, you'll now receive accurate scouting and player potential reports as you work your way from high school hero to Major League jock. MLB 2000 also includes a complex dynasty mode that allows you to create and raise your very own big league team. Put players on waivers, sign free agents, and see who's hot and who's not by tracking every stat known to man. 989 Studios has also incorporated a new camera system that really brings the slow and often boring game of baseball to life.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Upgradeable Skateboards, Bikes, & Skates; 12 Characters; 22 Tracks; Over 30 Tricks; Motion-Capture by Andy MacDonald & Dave Mirras; Dual Shock & Analog Compatible
- **Created by:** 989 Studios
- **Available:** March for PlayStation

50% Complete


Check out the skater in blue.


Hey?! It's the skater in blue again.

dude!!!




There he is again!!! Same pose...only backwards.


Airborne!!!




3Xtreme features over 30 tricks!

(Development Screens Shown – In the finished version the skater in blue will feature more than one frame of animation.)

989 Studios has been knee deep in the development of this title for quite some time. Both ESPN Extreme Games now known as 1Xtreme and 2Xtreme, sold remarkably well. But the phat engine that propelled these games to the top of the charts quickly became outdated and could no longer cut the mustard. So a change was needed. And as we know oh so well, 989 loves to create new engines.

Cool Boarders, Twisted Metal, and Rally Cross have all felt the wreth of 989's development urge. Some of you love the new direction that 989 has taken these games, while some of you despise it and puke into the hole that 989 has dug. With 3Xtreme though, it doesn't appear that too many drastic changes are on the way...yeah right!

3Xtreme sounds huge, larger than life, one gigantic piece of software. As it stands now, 3Xtreme will feature 22 tenacious courses constructed in subways, parks, and canyons and on coastlines, islands, and mountains. Jump on e bike, strap on some skates, or simply hop on your board and ride for the goal. Punch all who oppress you while pulling off over 30 different tricks that can be linked with tons of grabs to create countless combos. Can-cans, tabletops, tail whips, methods, rail slides, and peg slides are all part of the package. To ensure that these moves look as realistic as possible, 989 has enlisted BMX phenomenon Dave Mirras and Summer X Games Gold Medallist Andy MacDonald as motion-capture talent. If you race well, you'll have the chance to purchase new equipment and upgrade your gear. 3Xtreme is highly anticipated, and hopefully highly addictive. Can 989 deliver? We'll have to wait until March to see.

GIFG

by Bergren, The Game Burrito

A lot of first-person shooters have wandered into the office and this month's issue barely scratches the surface. Of course, Half-Life is living up to all the hype, but Thief is one excellent game as well. Other good titles have popped up too. For strategy, you must try Railroad Tycoon II. Expect more of the same next month.

HERE DOS & WINDOWS COLLIDE – WHERE DOS & WINDOWS COLLIDE –

9 Thief: The Dark Project – Eidos



Running on the software alone, Thief looks great. Yes, it's another first-person game, but Thief is also the latest game to use stealth techniques. You are Garrett, a burglar of the highest caliber who robs from the rich and gives to himself. Garrett's actually kind of a wuss, so keep to the shadows and avoid confrontation. Plunk a guard unconscious with your billy club and dump his body in a dark corner. Killing's an option, but if you're playing the expert difficulty, it often results in mission failure. There are weapons and items to collect and even to purchase before each level starts. Mission objectives like "steal the scepter" and "nab $350 in gold while you're at it," also kept me interested. Lastly, there's a decent story involving Garrett's beginnings as an orphan, his tence Cutter, a religious sect called the Hammers, and a mysterious band called the Keepers. Although not totally revolutionary, Thief has all the bases covered.

8 Shogo – Monolith



Shogo is being hyped as an anime-styled game, but that may be stretching it. Still, this is a quality first-person shooter with colorful explosions and weapon effects that are pleasing to the eye. Plus, Shogo has some nice-looking environments – outside and in. Sometimes, you'll be running through a base by yourself; other times, some soldiers will be with you, sporting mecha suits and sprinting through large canyons or huge indoor rooms where you can squash some tiny humans with your massive armored boots. There's quite a bit of dialogue in this game too. Not only do you have a love interest, but you can engage in conversation with just about everyone you meet, and more often than not, you'll have something sarcastic to say.

9 Railroad Tycoon II – Gathering of Developers



Become your favorite Railroad Tycoon (mine's Dagney Taggart), and lay tracks from city to city delivering goods and passengers. Of course, you'll need to build stations, buy trains, coordinate schedules, propose mergers, sell stock, and keep the board of directors content by maintaining a juicy bottom line. But that's just the beginning. Surprisingly, I don't have an extensive background in railroad management; but to my inexperienced eye, every detail seems to have been included in Railroad Tycoon II. In addition to your railroad, you can buy businesses along your line or those of your competitors. You can also buy stock in your competitor and sell it short. There are a number of scenarios taking place in parts of North America & Europe. There are so many angles to this game it will blow your mind. With this much to learn and master, die-hard strategy buffs should enjoy this game like few others.

9.25 Half-Life – Sierra



This is one of the coolest first-person shooters to come along in a while. The story is decent, portraying you as a scientist working on an experiment hundreds of feet below the ground. Something goes wrong and you encounter a slew of strange enemies while trying to escape to the surface. Enemy AI is solid and presents a general sense of realism. For instance, I came across three enemies in a room, and once they became aware of me, they worked together to attack me from two sides. You can also get help from others in Half-Life. Meet a security guard and he'll help kill the enemy. Encounter scientists that can boost your health with a syringe. Ammo is usually found on the deceased, and additional health can be obtained by locating wall-mounted first-aid kits. Enemy designs are decent, but throughout the beginning of the game, Half-Life relies on the good ol' corridor environment too often. Still, it rocks.

6.5 Trespasser – DreamWorks



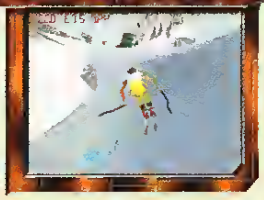
Overall, the concept of Trespasser is very refreshing compared to the usual first-person shooter. All of the environments are outdoor, taking place on Jurassic Park's infamous "Site B" – the island off the coast of Costa Rica housing InGen Corporation's re-created dinosaurs. You are a tourist whose plane crashes, leaving you washed up on the sandy shore of Site B. To find a way off the site, you'll have to explore the island filled with lush vegetation, interactive objects, and of course dinosaurs. Sometimes you can get a triceratops to take out a velociraptor, but otherwise you'll have to use a gun to slay the meat eaters. Some downsides to this game are the graphics and the limitations of exploration. The island is large, but you can't climb many of the hills so you are often forced to follow a predetermined path. Plus, there really isn't much of a story, other than getting off the island with all your arms and legs attached.

6.75 Monaco Grand Prix 2 – Ubi Soft



Monaco Grand Prix 2 Racing Simulation is the sequel to F1 Racing Simulation. No doubt, racing sim fans will love this game, but I just can't handle the challenge and commitment that this genre presents. I prefer racing on the open road with its potential for monumental crashes. Basically, Monaco 2 is the same game as before with the exception of new additions like the 107 Percent rule, tire options, blue, yellow, and black flags, and an extra track. Therefore, if you have the first installment, I can't recommend this game even if you are a sim zealot. However, this series does offer almost every option under the sun including driver and track editors. On the PC, no sim game comes close, but I just can't get into it. I don't know how, but I think the solid control in F1 has degenerated somewhat. Oh well, Monaco 2 is definitely a quality title, but it's just not my bag, baby.

5 Skiing – Sierra Sports



In a word: weak. Featuring an endorsement from Picabo Street, the 1999 edition of Skiing actually comes well equipped with all four major alpine events: Downhill, Slalom, Giant Slalom, and Super G. Plus, you can race an entire season in some of the world's most famous ski destinations like Whistler, Vail, Aspen, Mt. Bachelor, Val d'Isere, and Garmisch. You can also select boots, skis, and a matching outfit. But after that, the game fails to deliver. I wasn't expecting Alpine Racer, but the graphics are just too dull. And even though you get to ski the aforementioned great locations, the run designs are boring and lack detail. I was also disappointed in the control, mostly with the tricks and jumps in the Hot Dog mode. Hit the real slopes. Your body and spirit will thank you.

preview Outcast – I-Motion



In this 3D action/adventure game, players are Cutter Slade, the commando leader of a unit trying to rescue a space expedition that disappeared into a black hole. Outcast offers six giant worlds, 30 types of characters, and 24 weapons. Except for the main character, the graphics and environments of Outcast look incredible. Also showing some promise is the AI, called GAIA (Game's Artificial Intelligence with Agents). I have no clue exactly what that means or why I-Motion feels the need to give its AI a special name, but it does seem cool. NPCs react and also remember past occurrences. If Slade is hostile, characters remember it later on and act accordingly. As I-Motion says, "Developers were able to simulate human reactions to potential stimulants and create a pattern of behavior for each of the game's human or animal participants." That about sums it up.

8 Grim Fandango – LucasArts



For those of you in the mood for a click-and-point style adventure, Grim Fandango could be just the ticket. However, this game doesn't use the mouse, relying instead on your keyboard or controller. You take on the role of Manny Calavera, a travel agent for dead people trying to get to the afterlife. The graphics are excellent, the story enthralling, the atmosphere slightly whacked, and the dialogue is often humorous. This game comes from the designer of Day of the Tentacle, and if you are familiar with that game then you probably have an idea of how difficult, frustrating, and often ludicrous the puzzles of this game can be. For that reason alone, I cannot recommend this game for everyone. Everything else about the game reeks of quality though, and if you fancy yourself a master solver of puzzles, no matter how abstract, than I highly encourage you to check it out.

Hydro Thunder

Size: Standard 25" Cabinet or Deluxe 39" Cabinet
Style: 1-Player Racing (4 Cabinets Can Be Linked Together)
Special Features: 11 Different Tracks, 13 Different Boats; Huge Sound System; Realistic Water Physics; Speed Power-Ups; Special Moves Like Jump & Invincibility; Many Secret Routes; Winner Stays
Replay Value: High
Created by: Midway
Available: February in Arcades Everywhere
Bottom Line: 9.75

Hydro Thunder has accomplished something that few arcade racers do: create a challenge that is easy to learn but hard to master. Daytona USA pulled this off, and was heralded as the best arcade racer for quite some time. Now, there is definitely a new king with the release of Hydro Thunder. Up to four players can compete simultaneously on their choice of 11 tracks. Each track is completely unique, from the themes to the different jumps, curves, and secrets. Thirteen boats, ranging from longhull to catamarans, are graded on their controllability from easy to ultra hard. Most importantly, Hydro Thunder is a very fun multiplayer game, capturing the experience of a close race that leaves no one feeling cheated.

The action is intense, as players race to the finish line and search for Booster Fuel, a key component in winning. The Booster Fuel obviously allows players to go faster when hitting the Booster button, but it also has two other great uses. Players can make their boats jump and become invincible for short amounts of time. Both of these abilities require Booster Fuel, which is strategically placed along the track in four- and nine-second increments. Eighteen seconds of Fuel can be stored at one time.

The control, although initially hard to get used to, is remarkably accurate.

When playing, you feel like you are in the boat. The waves are sometimes your friend and other times your enemy, helping or hindering your ability to get in the secret areas and at the hard-to-reach Booster Fuel.

Speaking of secret areas, there are a ton of them in Hydro Thunder. Every course has two or three hidden paths that will secure victory for those in the know. These secret areas are also loaded with lots of Booster Fuel and are usually some of the more exotic areas on each course.

Any fan of racing games should head to the arcade and play the heck out of Hydro Thunder. It looks and plays great, and is a lot of fun for a group of four.



Midway Is on Fire!

Yes, boys and girls, Midway continues to crank out top-notch arcade titles. We were recently invited to go to Midway's headquarters and take a look around. While there we were able to get some quality playtime on Midway's upcoming arcade lineup – enough to throw down a couple of reviews.



War Final Assault

Size: 25" Standard Cabinet
Style: 1-Player Shooter
(Up to 4 Cabinets Can Be Linked Together)
Special Features: 6 Different Multiplayer Arenas; 2 Modes (Deathmatch & Cooperative); 4 Different Characters; Over 10 Different Weapons; Super-Fast Gameplay; Secret Areas
Replay Value: High
Created by: Atari Games for Midway
Available: Now in Arcades Everywhere
Bottom Line: 9

War Final Assault attempts to bring the thrill of GoldenEye together with the feeling of being the king of the arcades. In War, up to four players can play in one of two different modes. In Cooperative play, the players rush through a level together, beating up the drones that appear. In Deathmatch mode, the four players can take on each other, racking up kills and using huge guns. Obviously, for those of you that have had the chance to play a shooter with other humans – be it GoldenEye, Quake, or anything in-between – this game is a blast. Lots of trash-talking is the norm in a game so fast-paced that it can change leaders with the acquisition of a powerful weapon. The control setup is very PC-like, with five buttons for movement (forward, back, strafe left/right, and jump), and a joystick to aim and turn. Although it takes getting used to for those not accustomed to FPSs, it's definitely worth a look.



Nintendo 64

Preview

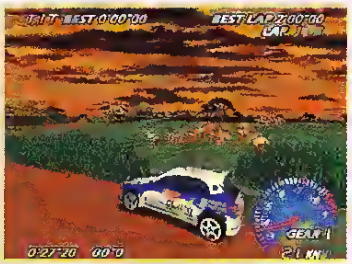
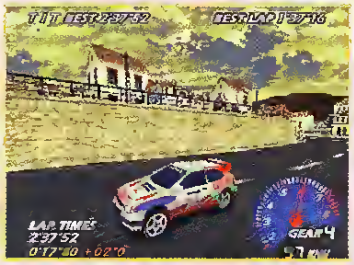
- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 40 Tracks; 11 Official World Rally Championship Cars; Car Modification; Varied Weather Patterns; 4 Views; Rumble Pak Compatible
- **Created by:** Eden Studios for Infogrames
- **Available:** March 8 for Nintendo 64

85% Complete

V-Rally

One out of every four Nintendo 64 titles is a racing game. And guess what? More are on the way. This March, Infogrames will bring its successful rally racer to the Nintendo 64. That's right! The wait is over. V-Rally is finally ready to rock & roll in 84-bit. Over 40 courses set in 8 different environments will challenge and entertain either 1 or 2-players. And if this isn't enough to toot your horn, V-Rally features 11 official World Rally Championship Cars. That's right, Toyota, Ford, Mitsubishi (yes!!!), Subaru, Nissan, Peugeot, Renault, Seat, Skoda (yes!!!), and exclusive to the N64 version, Citreon and Hyundai are available as well. Wow....we can't wait...yeah.



Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** 8 Licensed Pro Players; 4-Player Doubles; 3 Gameplay Modes; Action Replays; Player Stats
- **Created by:** Ubi Soft
- **Available:** March for Nintendo 64

65% Complete

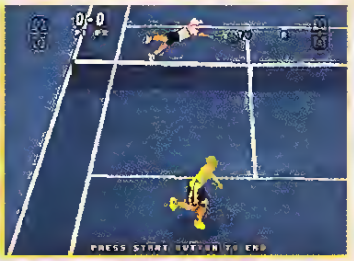
All Star Tennis 99

All Star Tennis 99 features some of the biggest professional tennis stars in the game (e.g., Michael Chang, Jana Novotna). Unfortunately, it also features some strictly B-list "stars" (Jonas Bjorkman? Gustavo Kuerten?). The roster of 8 licensed players is rounded out by 4 fictional players. Each player has his or her own special shot, in addition to slice, smash, lob, volley, back spin, and top spin. AST 99 features singles and 4-player doubles action. Also, up to 8 players can participate in tournaments. Players can chose from 8 courts, including Wimbledon, California, Paris, Italy, and Saudi Arabia. To make AST 99 even more tantalizing, Ubi Soft promises that the game will contain some hidden surprises.









Nintendo 64

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Many Exotic Cars; Over 10 Different Tracks; Day & Night Racing; Rumble Controller, & Expansion Pak Compatible; Custom-Designed Cars
- **Created by:** Boss/Kemco for Midway
- **Available:** Spring for Nintendo 64

25% Complete

Boss Rally

Yes, it's yet another racing game for the Nintendo 64. And yes, it's by Midway. However, there are some interesting ideas included. Boss Rally features cars that are tweaked out in terms of capabilities – no street legal rides here. Two players can race to gain the rally championship in hot rides that closely resemble cars already in existence. Along with the cars already created, players can design their own logos for cars and create their own teams. Exactly how much control the player can exercise over the looks is still unknown, but there's definitely some. Plus, the game features Expansion Pak compatibility for sharper graphics. Seek out a future issue of GI for more information if you're interested.






ENTER TO WIN

ARMOR

DANGER

PRIZES

syphon filter™

SWEEPSTAKES

(1) GRAND PRIZE

- Mini Infrared Camera (built-in infrared illuminator for use in complete darkness)
- Copy of *Syphon Filter*™ videogame
- 1 year subscription to Game Informer
- *Syphon Filter*™ T-shirt

(5) FIRST PRIZES

- Spy Sunglasses w/Rear View Vision
- Copy of *Syphon Filter*™ videogame
- 1 year subscription to Game Informer
- *Syphon Filter*™ T-shirt

(5) SECOND PRIZES

- Copy of *Syphon Filter*™ videogame
- 1 year subscription to Game Informer
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Game Informer MAGAZINE

PlayStation

989 STUDIOS

1. NO PURCHASE NECESSARY

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Odds of winning depend upon the number of valid entries received. Winners will be determined by a single random drawing of all valid entries received by Sponsor, whose decisions are final. Drawing will be held on March 5, 1999. Winners will be notified by mail or telephone on or around March 6, 1999. Allow 6-8 weeks for delivery of prize.

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6. WINNERS LIST: For the names of the prize winners, send a stamped, self addressed envelope before 3/12/99 to "Syphon Filter/Game Informer Sweepstakes Winners List" and send to the address listed above. Please allow 6 weeks for delivery of winners list.

7. Sponsor: 989 Studios, Foster City, CA 94404

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Nintendo 64

Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full Stats, Many Management Options; Create Player; Instant Replay; Full NHL & NHLPA Licenses Expansion Teams Included; Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Iguana for Acclaim
- **Available:** Now for Nintendo 64

Bottom Line:
6

NHL Breakaway 99

Although Breakaway has a host of exciting features, including full team management (all the way to hiring and firing coaches), the game falls short due to the poor gameplay. The checking is inconsistent and the passing scheme is only dependable when using the icon passing ability. Even then, passes are poor and usually go to no one. Then, on top of that, money plays are all over the place, allowing a player who lacks skill to score at will. This destroys all the realism that the rest of the game tries to offer, making one realize that NHL Breakaway 99 is nothing more than a half-baked title. Rent it, but buy NHL 99 instead.









Nintendo 64

Review

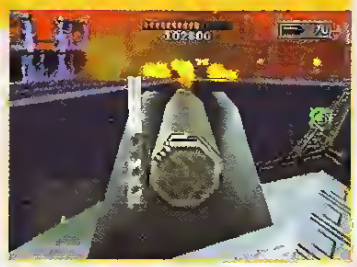
- **Size:** 32 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Several Modes of Play Including 4-Player Deathmatch, Campaign, & Battlelord; Weapon Power-Ups; Different Vehicles; Password Save; Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** Now for Nintendo 64

Bottom Line:
6.75

BattleTanx

This is a triumphant release for Nintendo 64 owners. After all these years, and amidst a sea of racing games, a tank sim has finally landed on the N64. What a glorious day! But it is a sad day as well. You see, this rare tank sim doesn't exactly deliver the excitement we crave. Instead of featuring realistic war attributes and tank controls, BattleTanx is more a party-like arcade shooter. Yes, this does sound crazy, but it's true. The capture-the-flag 4-player Deathmatch is where the game scores most of its points. The 1-player Campaign mode is a miserable and exhausting experience that will bore you to death. If you have friends, and enjoy the multiplayer in GoldenEye, Star Fox, or Mario Kart, then you might want to rent BattleTanx.









Nintendo 64

Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** 3 Point Shoot Out & Season Mode; Stat Tracking; Create Player; NBA Teams & Rosters Based on 97-98 Season; Icon Passing; Controller Pak Compatible
- **Created by:** Konami Computer Entertainment Osaka for Konami
- **Available:** February 15 for Nintendo 64

95% Complete

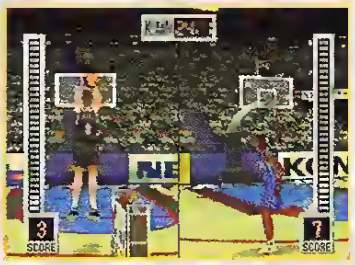
NBA In the Zone 99

NBA In the Zone 99 is a drastically improved ball game. Granted, the players may not appear as greedy as they really are, and the gameplay may still be a few steps behind NBA Courtside. But compared to last year's pathetic In the Zone offering, this game is mint. The list of improvements could stretch for miles. You can now create players. During a season individual stats are accurately tracked. The players actually look and move like humans, and the play actually resembles authentic basketball. Woo doggy! In the Zone also features new "expect" controls like icon passing and slick analog control that allows you to advance from walking to jogging and then to running. The NBA may be history (thanks to Ron Harper and Tim Duncan), but Konami is bringin' it back to the N64 in February! Ahhhhh...yeah!

















Monaco Grand Prix

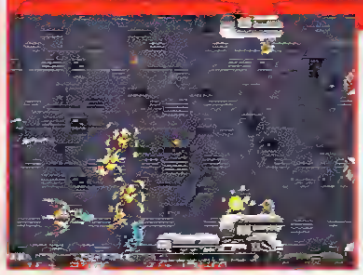
Monaco Grand Prix is set to release for both the PlayStation and N64, but the N64 should arrive a couple months earlier, around the end of March. Monaco Grand Prix is your typical racing sim complete with Championship and Career modes. Drivers' names can be edited to satisfy a player's ego, and in all there are 11 teams and 22 drivers. Drivers are rated in four different categories: speed, aggressiveness, defensiveness, and experience. There are 16 tracks including, of course, Monaco. Car damage can be applied, and the length of the races can also be adjusted. Before you enter a race, you can tinker with your car's wings, suspension, tires, steering, brakes, body height, gear box, and fuel tank.

Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 5 Modes; 11 Teams & 22 Drivers; 16 Tracks; 3 Difficulties; Auto Brake; Car Damage; Adjustable Race Length, Custom Car Configuration
- **Created by:** Ubi Soft
- **Available:** February 28 for Nintendo 64

65% Complete









R-Types

The R-Type series holds the distinction of being one of the greatest shooters ever made. Now, players can reenter the world of R-Types, in arcade-perfect condition. All the challenge. All the mayhem. All the friggin aliens. And now, there's a compilation game for old schoolers to show the young'uns how to do it. Although old ports aren't always good, the R-Type series is a perfect candidate. Much time has passed since the release of these groundbreaking shooters, and new gamers should be introduced to the pre-Doom shooter genre. In addition, R-Types features many extras for the R-Type fanatic including a timeline, detailing the important events in the R-Type universe; and a gallery, showcasing all the enemies and different ships used against the alien menace.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Contains R-Type & R-Type II, Infinite Credits; Arcade-Perfect Action; Contains Full Back Story Including Models of all R-Models, R-Type Museum, & More
- **Created by:** Irem Corp. for ASCII Entertainment
- **Available:** February for PlayStation

90% Complete:









Uprising X

Uprising X delivers an intriguing plot and a unique ally deployment system, but fails to present engrossing gameplay. The amount of detail that went into the story and mission briefings is admirable, but on the flip side, the gameplay doesn't share the same enthusiasm or creative flare. The overall look of the game is also uninspiring. The effects are certainly pretty and the vehicle designs are ingenious, but the environment designs are repetitive and unimpressive. Uprising X probably should have been a novel rather than a game. Stay away from it, unless of course you end up seeing it in print, bound on the shelves of Barnes & Noble or B. Dalton.

PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Several Multiplayer, Training, & Mission-Based Levels; Ally Management; 2 Vehicles (Hovercraft & Turret); Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Cyclone Studios for 3DO
- **Available:** Now for PlayStation

Bottom Line:

4.75

PlayStation
Preview

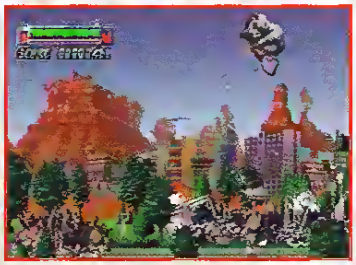
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (Up to 3-Players Via Multi-Tap)
- **Special Features:** 125 Levels; 7 Playable Characters; Unique Special Moves for Each Character; Classic Rampage Action; Bonus Levels
- **Created by:** Midway
- **Available:** Spring 1999 for PlayStation

60% Complete

Rampage 2: Universal Tour

After a long hibernation, the Rampage series returned with Rampage: World Tour. Featuring improved graphics and many levels, Rampage: World Tour was enthusiastically embraced by fans of the original. Now, Midway hopes to cash in again by releasing Rampage 2: Universal Tour. The game now features seven different characters, including a rabbit gone loco, a rhinoceros, and a one-eyed alien. As with Rampage: World Tour, this installment features 125 levels, including bonus levels for extra points. Each character has special moves that are unique, and more enemies will appear onscreen than before. Since Rampage 2: Universal Tour is very similar to World Tour, it should appease fans





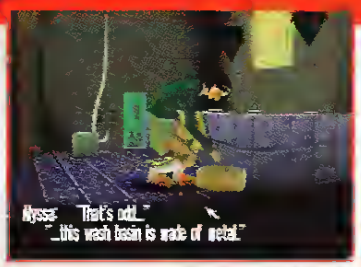

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Adventure
- **Special Features:** Multiple Personality Disorder; Analog & Dual Shock Compatible; 13 Possible Endings; Hints Saved To Help Solve Puzzles
- **Created by:** Human for ASCII Entertainment
- **Available:** Now for Sony PlayStation

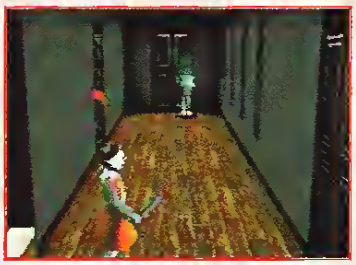
Bottom Line:
6

Clock Tower 2: The Struggle Within

Clock Tower 2 is very slow paced. Thirteen possible endings exist for the patient player who can sit through the horrific voice-overs. However, the story itself is a bit intriguing, and the puzzles are decent. Basically, you play as Alyssa, who's off to see her family. When she arrives, she encounters all kinds of bone-chilling things, like yellow blood and a "Chucky" rip-off. As you play, you also meet Alyssa's other personality, Bates. Although the multiple personality storyline isn't quite as good as the one found in Xenogears, it is fun to mess around with, since you have some control in switching personalities. Those who would like a decent point-and-clicker with a little Dragon's Lair thrown in should check out Clock Tower 2.





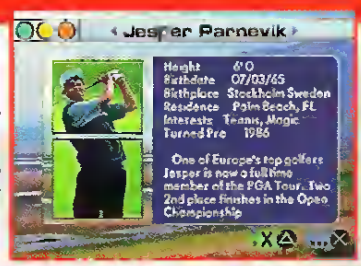
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** 3 Authentic Courses (Coeur D'Alene, Royal County Down, The Lost City); 8 Professional Golfers Including Jesper Parnevik; 6 Modes of Play; Mulligans; Jesper Parnevik
- **Replay Value:** Low
- **Created by:** Intelligent Games for Psygnosis
- **Available:** Now for PlayStation

Bottom Line:
1

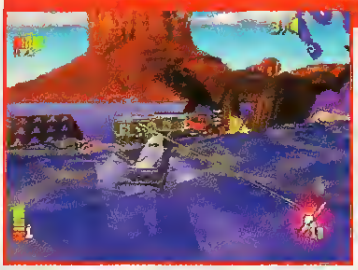
Pro 18 World Tour Golf

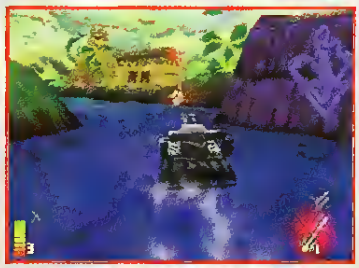
This poor excuse for a golf game might have scored in the negative numbers if it were not for Jesper Parnevik and some other professionals. Pro 18 is also the only console golf game to include two stars from the LPGA (Dottie Pepper and Laura Davies), but even that can't save it. The archaic playcontrol is hampered by a swing mechanism that is far too touchy. The difference between a good and poor shot is too small. Playcontrol is also affected by the game's laughable graphics. The golfers look like they're just slapped on the screen, and these pros actually pump their fists after making a 40-foot putt for a triple bogey. Distance and elevation perspectives are muddied by a horrible camera system. Golf fans should stay far away from this nightmare.









Dead in the Water

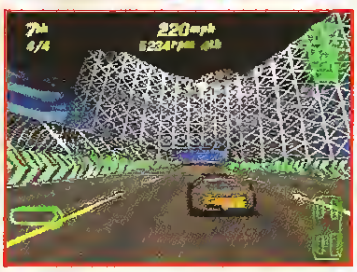
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 13 Unique Characters & Boats; 9 Courses Plus More Hidden; Interactive Backgrounds; Battle & Racing Modes; 2 Difficulties; 2-Player Split-Screen
- **Replay Value:** Moderate
- **Created by:** Player 1 for ASC Games
- **Available:** February for PlayStation

Bottom Line: 7.25

Dead in the Water has a Racing mode and a Battle mode, and both can be played in a tournament or single competition format. The Racing mode delivers classic combat racing where you must battle your way to the finish line amidst a sea of weapons. Power-ups and cash are scattered along the way to help you out. The Battle mode has the same format, but instead of racing it's Twisted Metal on water. You'll face four competitors at a time from a base of 13 characters, each with a unique boat. Collecting cash is a big part of this game as well, allowing you to upgrade weapons, acceleration, engines, armor, and to purchase additional power-ups before the next competition. Good, but not great.





Jeff Gordon Racing

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 10 Tracks; 6 Body Types; Jeff Gordon as Ally & Adversary; Stock Car Racing Physics; 2-Player Link or Split-Screen; Memory Card, Dual Shock, & Analog Compatible
- **Created by:** Real Sports for ASC Games
- **Available:** Late March for PlayStation

80% Complete:

There are a lot of racing games out there, but only one bears the name of Winston Cup Champion Jeff Gordon. Jeff's kind of a scrawny geek, but we actually like him because of how he rubs so many diehard NASCAR fans the wrong way. In a surprising twist, Jeff Gordon Racing does not even hold the NASCAR license. Another bonus. But seriously, it's nice to see a game go in a different direction. In the case of Jeff Gordon Racing, it's the future. Tracks are more extreme and speeds go well over the 300 mph mark. In all, this game contains ten tracks. Stock cars are one of six body types and the field of competition consists of 12. It's looking good.





Monkey Hero

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Learn New Moves Which Open Different Areas; Charge-Up & Projectile Attacks; Power-Ups & Collectibles; Inventory; Story Based on Chinese Folk Tale
- **Replay Value:** Low
- **Created by:** Blam! for Take 2
- **Available:** January 26 for PlayStation

Bottom Line: 5.5

Monkey Hero is an action/adventure game with RPG elements. There are tons of items to collect and manage in Monkey's inventory. We also like that Monkey must learn new abilities from Master Sage to progress through the game. Unfortunately, Monkey Hero lacks polish and is too easy for seasoned gamers. Fighting most enemies is a walk in the park. The graphics are lackluster and the enemies are poorly designed too. One enemy is a square green thing that lacks any imagination. We wondered what it was supposed to be, and while conversing to a NPC, he informed us that it was one of those "green things." How creative. Experienced gamers beware, but younger gamers looking for a decent adventure might want to check it out.



Psybadek – PlayStation
Bottom Line: 3.75



Should we play Psybadek again, or repeatedly poke ourselves in the eye with a Bic pen? That's right, Psybadek is an extremely painful experience. The gameplay is pure evil.

Street Fighter Collection 2 – PlayStation
Bottom Line: 7



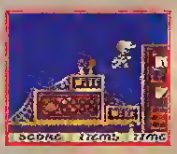
Street Fighter II will never die! In this collection you'll find three versions of SFII and a few extra goodies like character profiles and an art gallery. If you're a huge fan or never experienced the game when it first hit arcades (86 years ago) then bite off a bit of history and check this title out. It's a classic.

Oddworld Adventures – Game Boy
Bottom Line: 7



Like its PlayStation parents, this Oddworld features complicated puzzles and tons of hard-to-reach secrets. The gameplay is a little too loose, and the limited GameSpeak is kind of disappointing. However, if you want to be challenged, this game delivers the goods.

The Rugrats Movie – Game Boy
Bottom Line: 2.5



Are your children too rambunctious to put down for a nap? Well then, we have a solution for you! That's right parents, simply have your sons and daughters play Rugrats for a few minutes and they'll be out cold before you know it! Should we play Rugrats again, or stick a Bic pen in our eye?

College Hoops '99 – Nintendo 64
Fox Sports – 5



This title has good graphics and a great camera angle, but is plagued by rancid control. Passing the ball to the intended player can sometimes be impossible and moves off the dribble are horrific. Plus, the ball floats off the iron like a balloon.

NBA Jam 99 – Nintendo 64
Acclaim Sports – 7



Another average basketball title, in which the Jam mode is a far cry from the original Jam feel. NBA Jam 99 is very similar in quality to NBA Live for the N64, but Kobe Bryant's NBA Courtside is still the champ.

SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Xtreme-G 2 – Nintendo 64

Enter these codes at the Name Entry screen within the Extreme mode.

Wireframe Mode – LINEAR
Magnify Mode – FLICK
Misplace Mode – MISPLACE
Turbo Mode – XXX
Sci- Fi Mode – NEUTRON
Spiral Mode – SPIRAL
Juggle Mode – JUGGLE
Jet Bike – 2064
Infinite Weapons & Shields Charge – XCHARGE
Infinite Weapons – MISTAKE
Infinite Nitros – NITROID
Deformed Graphics – PIXIE
New Camera View – SPYEYE

Enter all of these codes at the Password screen.

All Tracks – 8KLSZKW76ZM7
Venom Bike – 68QCMH3H9HT
Wasp Bike – 55HZ1MH3H9H1

Relk Metasu
Washington, DC

The Legend of Zelda: Ocarina of Time – Nintendo 64

Mario & Friends – Head to where Link meets Zelda for the first time and look into the window on the left as you enter. If you look really close, you'll see tiny pictures of Yoshi, Bowser, Mario, Luigi, and Princess Toadstool. If you toss something into the window holding the Mario image you'll receive 20 Rupee. If you chuck something into the other window a lit Bomb will be thrown back

"The Rhino"
Toledo, OH

Body Harvest – Nintendo 64

For all of the codes below enter ICHEAT as a name, then enter the button commands during gameplay.

Mutant Alien – Down C, Up, Z, Z, Right C, Right
Fat Aliens – Left, A, Right, Down

New Difficulties – At the Difficulty screen repeatedly press Left or Right to access the Very Easy and Very Hard settings.

"Virtual Gap Boy 2000"
Phoenix, AZ

NHL Breakaway 99 – Nintendo 64

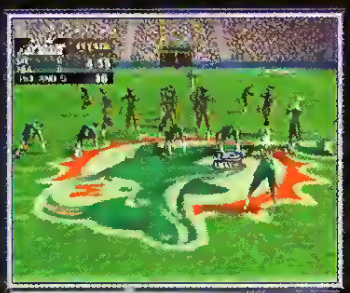
Cheat Menu – This code must be entered before attempting any of the codes below. At the Main Menu press **Left C, Right C, Left C, Right C, Right Button, Right Button.**

Bonus Teams – Enter Exhibition mode and go to the Team Selection screen. From here, quickly tap **Up C, Left Button, Left C.** If you entered it fast enough you'll hear the sound of a slapshot signifying the availability of the new teams.

Full Player Attributes – At the Player Creation screen enter Jim Jung as a case-sensitive name to unlock a player with maxed attributes

Secret Players – At the Player Creation screen enter these case-sensitive names to unlock some powerful players. grEEn jeLLo, Perfect C, Perfect RW, Perfect LW, Perfect D, Perfect G.

Hilton Augusta
St. Louis, MO



NFL Quarterback Club 99 – Nintendo 64

Enter all of the codes below at the Cheat Menu

Opponent only scores 0 – RLSTN
Start with 12 Points – SHUTOUT
Fast Running – SPRTRBMD
Skinny Players – TTHPCK

Dr. Hideous Sideous
St. Carl, IN

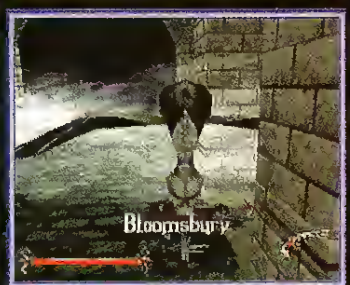
Buck Bumble – Nintendo 64

Enter both of these codes at the Title Screen.

Level Select – Hold **Z** then press **Right, Down, Down, Right.** Release **Z** then press **Right, Up, Down, Left, Left, Up, Right, Right.**

All Weapons – Press **Left, Right, Up, Down.** Then hold **Z** and press **Right, Right, Left, Left.**

Dante Sedulous
Washington, DC



Nightmare Creatures – Nintendo 64

Enter this code as a Password

Cheat mode – Down C, Up, Up C Left C, Up C, Left, Down C, Left C

Sammy Sosa
Houston, TX

Star Wars: Rogue Squadron – Nintendo 64

Enter these codes at the Password screen

Control AT-ST – CHICKEN
Pilot Falcon – FARMBOY
More A-Wing Use – ACE
Enhanced Radar – RADAR
Credits – CREDITS
Cinemas – DIRECTOR
Soundtrack – MAESTRO

Unknown

Space Station Silicon Valley – Nintendo 64

Enter this code at the Level Selection screen.

Asteroid Bonus Game – Down, Up, Z, Left Button, Down, Left, Z, Down

Lisa "Naughty Cat" Gaston
Rolling Rocks, IN

Assault: Retribution – PlayStation

Enter these codes (very quickly) at the Press Start screen

Nakomi Mode – Up, Up, Down, Down, Left, Right, Left, Right, ✖, ●
Big Head Mode – ■, ●, ●, ■, Up, ■, ●, ●, ■, ▲
Big Alien Mode – ■, ●, ●, ■, Up, ■, ●, ●, ■, ✖
Turbo Mode – ✖, ■, ▲, ●, ✖, ■, ▲, ●, L2, R2
Grayscale Mode – ✖, ✖, ▲, ▲, ■, ■ ●, ●, Up, Down
Sepia Mode – Left (x10)
Goodies – ▲, ■, ●, Left, ■, ▲, ■, ●, Left, ■ (Head to the Options to access the new features.)
Stage Select – First enter the Goodies code. Then, press Left, Right, ✖, ▲, Left, Up at the Press Start screen.

Slick "The Master Gamer" Handso
Stroke City, TX

Cool Boarders 3 – PlayStation

Enter this code as a name in the Tournament mode.

Director's Cut Mode – SHOWPOS

Joeseph Hatana
Williamsburg, KY



Rogue Trip: Vacation 2012 – PlayStation

Cheat Mode – This code must be entered before any of the codes will work. During gameplay simply hold **L1**, **R2**, and **R2**, then press **Select**. If you do this correctly the words "Cheats Enabled" will appear at the top of the screen.

God Mode – Hold **L1**, **R1** and **R2**, then press **Up**, **Down**, **Left**, **Right**

Invincibility – Hold L1 and R1, then press Up, Down, Left, Right

Infinite Weapons – Hold **L1** and **R1**, then press **Up**, **Down**, **Up**, **R2**

Powered-Up Weapons – Hold **L1**, **R1**, **R2** and ✖, then press **Down**

Hornet Nest Stingers – Highlight Stingers, then hold **L1**, **L2**, **R1**, ▲ and **Left**

Play as Big Daddy – Enter ▲, ■, **R2**, ✖, ▲, **R2** at the Password screen. Then, select Challenge mode and choose Nuke York as the level. Now, scroll through the Character Selection screen and Big Daddy will be selectable.

Matt "The Massacre" Mitchell
Viledung, CA



Twisted Metal 3 – PlayStation

Enter all of these codes at the Password screen.

Play as Minion – Right, Right, Right, Left, Left

Play as Sweet Tooth – Left, Left, Left, Right, Right

House Stage – Left, Left, Left, ■, ■

Warehouse Stage – ■, ■, ■, Left, Left

Demo Stage – Up, Up, Up, Left, Left

Enable Saves – Start, Start, Start, Start, Start

Infinite Specials – **L1**, **L1**, R1, R1, R1

Unlimited Turbos – Down, Up, Down, Up, Down

Unlimited Lives – Up, Down, Left, Right, Left

Enhanced Weapons – R1, R1, L1, L1, L1

Homing Rain Missiles – Up, Down, Up, Down, Up

Super Napalm – R1, R1, **L1**, L1, **L1**

Massive Force – ▲, ●, Down, Left, Up

Freeze Missile – ▲, Up, ●, Right, Start

Giant Ricochet Bomb – Left, Right. Left, Right, Up

All Napalm – Start, Start, L1, **L1**, L1

All Homing Missiles – Start, R1, L1, Start, Start

All Power Missiles – Start, **L1**, Start, **L1**, Start

All Remote Bombs – L1, R1, Start, Start, L1

CPU Ignores Health Pick-Ups – Down, L1, Down, Start, ▲

No Health Pick-Ups – Select, **L1**, Select, Start, ●

No Full Health Pick-Ups – L1, Start, Start, Start, R1

No Pick-Ups – Select, Select, R2, L2, Start

Icy Surfaces – Up, Up. ✖, ✖, Up

Increase Difficulty – L1, R1, L1, R1, R1

Zack Zarphos
Utah, NV



Heart of Darkness – PlayStation

Cheat Mode – First, make sure that the PlayStation is off, then with controller 2 hold **L1**, **L2**, **R2** and **R2**. Now, power up the PlayStation. With the buttons still held, enter the Options screen and access the Load Game option. If you followed the directions correctly all of the levels and FMV sequences should be open.

Spanky the Spastic Squirrel
Miami, FL

Spyro the Dragon – PlayStation

Enter this code at the Title Screen.

99 Lives – ■ (x6), ●, Up, ●, Left, ●, Right, ●

Marc Brown
AOL. Com



Tiger Woods 99 – PlayStation

Enter these codes as names at the Edit Player screen.

400% Elevation Increase – MAXIMUMZ

200% Elevation Increase – PUMPZ

Flat Terrain – OLD SCHOOL

Samantha "Whack a Wookie" Pinwisk
Santa Monica, CA

C: The Contra Adventure – PlayStation

Enter all of these codes at the Title Screen.

Machine Gun – Right, Right, ■, ▲, Right, Left, Down, Down

View FMV – ▲, ▲, Down, ■, Up, Up, Left, ▲

Clarence "I Still Know What Game You Played Last Summer" Dio
Detroit, MI

Pokémon – Game Boy

Easy Capture – Are you sick and tired of those pesky Pokémon escaping your Pokéballs? Well, stick it to 'em by using this strategy. When you throw out a Pokéball press **Down** and **B** to increase the capture rate. This will even work against a Snorlax. Squirtles rule the earth!!!

"The VidMan"
Uptown, MN

Turok 2: Seeds Of Evil – Game Boy

All Weapons – DLVTRKBWPS

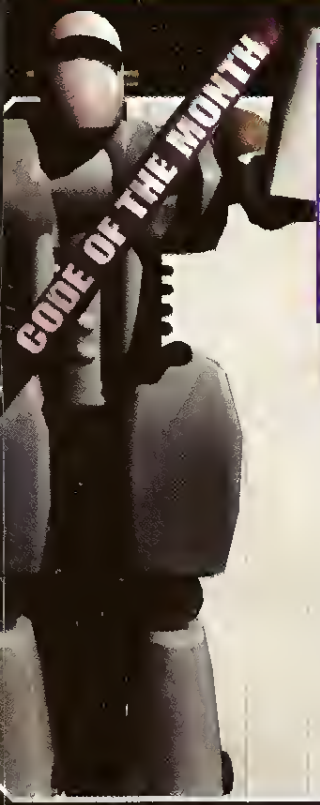
Unlimited Lives – DLVTRKBLVS

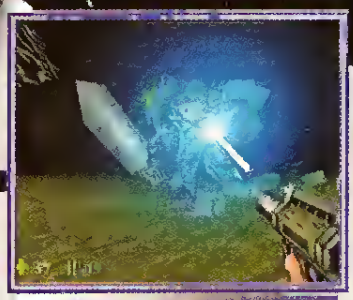
Unlimited Energy – DLVTRKBNRG

Bird Mode – DLVTRKBBRD

Level Select – DLVTRKBLVL

"The Rhino"
Toledo, OH





Turok 2: Seeds of Evil – Nintendo 64

Enter all of these codes at the Enter Cheat screen.

Big Head Mode – UBERNOODLE

Big Hands & Feet Mode – STOMPEM

Stick Mode – HOLASTICKBOY

New Shading Mode – WHATSATEXTUREMAP

Pen & Ink Mode – IGOTABFA

Small Enemy Heads – PIPSQUEAK

Blackout mode – LIGHTSOUT

The Cult of Chu
Little Hole, OR

Access Allies

Operation: Code Hunt

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape. Or, if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64

Magical Tetris Challenge
NBA Jam 99
Star Wars: Rogue Squadron
Top Gear Overdrive
Turok 2: Seeds of Evil

PlayStation

A Bug's Life
Animaniacs Ten Pin Alley
Asteroids
Bust a Grove
Contender
Knockout Kings
No One Can Stop Mr. Domino!
Rugrats
Streak
Tiny Tank Up Your Arsenal
WCW/NWO Thunder

Game Boy

Hexcite
Oddworld Adventures
Smurfs' Nightmare
Super Black Bass

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E-Mail: access_allies@gameinformer.com

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The runner-up will receive a Game Informer Secret Access T-Shirt to complement his/her wardrobe.

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Secret Access
Game Informer Magazine
10120 W 76th Street
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E-Mail:
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Dragonseeds – PlayStation

Here are some of the cooler cheats for Dragonseeds.

Revive Dragon: Immediately go to the Clone Lab and you can revive the recently departed dragon from the abyss. The tube that the dragon was in must be empty, and the dragon must have died of unnatural causes.

Free Weapons: If you don't have enough money for weapons, head to the Junk Shop and Ishuka will equip your dragon.

Clone Dragon: To clone a dragon, you must have a Senior dragon. Then head to the Clone Lab.

Special Wild Dragons

Some of the dragons that are pulled from the Memory Card Forest are rare. To get them, just go to the Memory Card Forest with the correct game save, a Senior dragon, a memory card in Slot 2, and an empty Bio Bank tube. Here's the list! The game save needed comes first, the name to give it comes second.

Frogger: RIBBIT
Resident Evil 2: ZOMBIE
Dynasty Warriors: WARRIOR
Gex: GORDON
Tetris Plus: PROFESSOR
Parappa The Rapper: RODNEY
Tobal #1: FIGHTER
Street Fighter EX: DRAGON
Diablo: DEMON
Rampage: DESTROYER
Tokyo Highway Battle: BANANA
Crash Bandicoot 2: AUSSIE
Final Fantasy VII: SAVIOUR
Ten Pin Alley: STRIKE
Monster Rancher: CHAMP
Alundra: TWITCH
Cool Boarders 2: DAFFY
Hot Shots Golf: BOGIE
Wipeout XL: PRODIGY
Tomb Raider II: RAIDER
Bloody Roar: BLOOD
Croc: GATOR
Incredible Hulk: SMASH
Gran Turismo: GTX
Persona: REVEAL
Final Fantasy Tactics: STAMINA
Speed Racer: SPEED
Dead Or Alive: SHOCK
Tekken 3: IRON FIST
Peak Performance: PIKE
Punky Skunk: PUNKY
Brahma Force: BRAHMA

Critter Names

Some names give you attribute bonuses. Try different comic book character's names, or use your favorite fighting game characters. Also, the names of famous people (think presidents) and game publisher names also add to a certain attribute. Beware, however, of the "dirty words." Any of them will make your dragon 10% weaker in every category!

The Unholy War – PlayStation

Hidden Characters – Enter Mayhem mode and highlight Select Teams. Now, tap ● + ■, **Select, Select, Select, Select, Start, Start, Start**, ■, ■, ●, ● + ■

Hidden Battlefields – Enter Mayhem mode and highlight Accept Team. Now, press ● + ■, **Select, Select, Select, Select, Start, Start, Start**, ■, ■, ●, ● + ■

Extra Strategy Maps – Enter Strategy mode and highlight Set War. Now, press ● + ■, **Select, Select, Select, Select, Start, Start, Start**, ■, ■, ●, ● + ■

The Dung Brothers
Indianapolis, IN

Apocalypse – PlayStation

To enter these codes, pause the game, hold L1, then input the trick you desire.

Invincibility – Down, Up, Left, Left, ▲, Up, Right, Down
All Weapons – ■, ●, Up, Down, ✖, ■
Level Select – ▲, Up, ✖, Down
Debug Info – Down, Down, ▲

The Bruce Willis Fan Club "Wing C"
Justice, GA

Test Drive Off-Road 2 – PlayStation

Enter these codes at the Transmission Select screen within Single Race or World Tour modes.

School Bus – Hold Select and hit L1, Up, L2, Down, Down, L2, L2, R2
Ice Cream Truck – R2, L2, L2, Down, Down, L2, L2, R1

NCAA GameBreaker '99 – PlayStation

Enter all of these codes at the Easter Egg menu.

Win All Simulations – S. C.
All Attributes 99 – BEAT DOWN
Easier Passing – PASS ATTACK
Easier Running – RUN ATTACK
Stronger Offense – BOOST
Create GameBreakers – BUILDER
Enable Hidden Teams – GIMME
Switch Teams In Season – JUMPER

William Shatner
Kelso, MA

Small Soldiers – PlayStation

Enter all of these level codes at the Password screen.

Gorgon – ✖, ✖, ▲, ■, ■, ✖, ●, ✖
Dimensional Temple – ■, ✖, ▲, ■, ■, ■, ●, ✖
Floating Fortress – ●, ✖, ▲, ■, ■, ●, ●, ✖
Spirit Bog – ▲, ✖, ▲, ■, ■, ▲, ●, ✖
Canyon Village – ✖, ■, ▲, ■, ■, ✖, ▲, ✖
Creepy Caverns – ■, ■, ▲, ■, ■, ■, ▲, ✖
Space – ●, ■, ▲, ■, ■, ●, ▲, ✖
Hall Of Patriots – ▲, ■, ▲, ■, ■, ▲, ▲, ✖
Graveyard Of War Machines – ✖, ●, ▲, ■, ■, ✖, ✖, ■
Nuclear Mine – ■, ●, ▲, ■, ■, ■, ✖, ■
Launch Center – ●, ●, ▲, ■, ■, ● ✖ ■

Jarvis Singingsaclove
AOL, Com

WCW/NWO Thunder – PlayStation

Easy Win – This technique will work in any mode and under any difficulty. Approach your opponent and simply tap **Up** and ● Once the wrestlers enter the test of strength (with their hands locked together), jam on all of the buttons. This will make the CPU's hit meter deplete at great speeds. Once the test is done, enter it again and repeat the process until the CPU's health is completely drained. Now, simply perform any move and pin your opponent. Even Goldberg is defenseless against this devastating maneuver.

William Clinton
Beaver County, PA



Motorhead – PlayStation

Enter these codes at the Password screen.

Nolby Hills Track – TURBOMOS
All Cars and Tracks – LASTCODE
Faster View – SOFTHEAD
Overhead View – SUPERCAR
Alternate Demo – INSANITY
Disable All Cheats – NOCHEATS

Alternate Credits – At the credits screen hold L1, L2, R1, R2, ■ and ●.
Bonus Credits – Enter SH4 as a name on the High Score screen.

Shawn Drakenstone
Chicago, IL



Fox Sports College Hoops '99 – PlayStation

Enter all of these codes at the Secrets screen in the Options menu.

No Crowd – NOFANS
Ghost Mode – GHOST
Big Head Mode – NOGGIN
Ball Trails – TRAILS
???? – BUZZZ
???? – Z-WOOD
???? – THIRTY
???? – TEAM-Z
???? – HOMIE
???? – MONKEY

"The VidMan"
Uptown, MN

GameShark Video Game Enhancer

ATTENTION!
The codes below only work with InterAct's GameShark enhancer attachment.

Oddworld: Abe's Exoddus – Playstation

Extra Escapees –
800b2d38 0005

No Casualties –
800b4784 0000

Star Wars: Rogue Squadron – Nintendo 64

Infinite Lives –
80130b10 0008

Infinite Secondary Weapons –
8010ca32 0008

99 Kills –
80130b85 0063

99 Saves –
80130b86 0063

All Levels & Ships –
80130b4d 007e

Extra Shields –
81137e7c 4316

Bust A Groove – PlayStation

Max Dance Points P2 –
80068744ffff

No Dance Points P1 –
80068740 0000

No Dance Points P2 –
80068744 0000

Infinite Attacks P1 –
80068766 0002

Infinite Attacks P2 –
8006877a0002

No Attacks P1 –
80068766 0000

No Attacks P2 –
8006877a0000

Max Enthusiasm P1 –
80068738ffff

Max Enthusiasm P2 –
8006873cffff

No Enthusiasm P1 –
80068738 0000

No Enthusiasm P2 –
8006873c0000

Extra Characters –
30051ac00001
30051ac10001
30051ac20001
30051ac30001

ODT – PlayStation

Infinite Ammo P1 –
300aa04a0064
300aa0520064
300aa05a0064
300aa0620064

Infinite Health P1 –
800a9ec00064

NBA Jam 99 – Nintendo 64

Home Team Scores 150 –
81160ffa0096

Home Team Scores 0 –
81160ffa0000

Away Team Scores 150 –
81160ffe0096

Home Team Scores 0 –
81160ffe0000

Infinite Time Outs Home –
800d5c750007

No Time Outs Home –
800d5c7f0000

Infinite Time Outs Away –
800d5c9b0007

No Time Outs Away –
800d5c9b0000

Top Gear Overdrive – Nintendo 64

Infinite Nitros –
810f50ce0009

Extra Cars –
801022fb000e
801022f1000e

Extra Tracks –
811022e80501
811022ea0101
811022ec0101
811022ee0101
801022f00001

Max Handling –
801022ff0005

Max Acceleration –
801023000005

Max Top Speed –
801023010005

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Heart of Darkness
Legend of Zelda: Ocarina of Time, The
Motorhead
NBA Jam 99
NCAA GameBreaker '99
NFL Quarterback Club 99
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ODT
Pokémon
Rogue Trip: Vacation 2012
Small Soldiers
Space Station Silicon Valley
Spyro the Dragon
Star Wars: Rogue Squadron
Test Drive Off-Road 2
Tiger Woods 99
Top Gear Overdrive
Turok 2: Seeds Of Evil
Twisted Metal 3
Unholy War, The
WCW/NWO Thunder
Xtreme-G 2



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900–200–7342 (SEGA)
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$1.50 per minute for live help.
Canada 900–451–5252
$1.25 per minute automated

NINTENDO
Game Counseling
900–288–0707
$.95 per minute
Canada 900–451–4400
$1.25 per minute
Nintendo's Automated Power Line!
1–425–885–7529

SONY
900–933–SONY(7669)
$.95 per minute

Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.

Classic GI

gaming from the past to the present

Super Metroid – SNES

Super Jump – To execute a Super Jump you'll need the Space Boots. First dash until Samus starts to flash, then tap **Down**. You should then hear a high-pitched noise and Samus will glow yellow. You'll have about 5 seconds to position yourself, then just push **Up** and the **Jump** button.

Assault Rigs – PlayStation

Level 15 – ●✖▲▲▲▲
Level 16 – ●■●●●■
Level 17 – ▲▲▲●▲■
Level 18 – ■●■✖■▲
Level 19 – ✖✖■✖▲●
Level 20 – ✖■✖▲▲■
Level 21 – ▲■▲■▲▲
Level 22 – ■■▲●■▲
Level 23 – ●✖✖✖✖▲
Level 24 – ▲■■▲▲▲
Level 25 – ▲●▲▲●■
Level 26 – ■●●✖●✖
Level 27 – ✖●■▲▲■
Level 28 – ■●■■■■
Level 29 – ▲■●✖●●
Level 30 – ■●✖●✖▲
Level 31 – ●■✖▲●▲
Level 32 – ▲■✖●■✖
Level 33 – ✖✖▲✖✖■
Level 34 – ✖●■●●■
Level 35 – ●▲✖▲✖▲
Level 36 – ✖▲▲✖✖■
Level 37 – ✖▲▲✖▲■
Level 38 – ■▲■▲■✖
Level 39 – ■✖▲✖✖▲
Level 40 – ●✖▲●▲✖

Crash Bandicoot – PlayStation

Here's the ultimate password for Crash Bandicoot. Not even the most complex codes or tricks could top this dog. Enjoy the ending!

Everything Unlocked – ▲▲▲ ▲✖■▲▲▲▲■✖▲●▲ ▲▲●■▲✖✖✖✖

Jumping Flash – PlayStation

Stage Select – At the Title screen press **Up**, **Up**, **Down**, **Down**, ✖, ✖, **Left**, **Right**, **Left**, **Right**, ✖, ▲, ✖, ▲. Start a game and use the directional pad to select your stage.

Virtua Racing – Saturn

Super Car – Take first place in all of the Grand Prix Races. Then, select the Practice Mode, press **Z** at the Car Selection screen and the F-160 will be replaced with the F-20 Super Car.

Reverse Driving – Get the highest point total in all five circuits and then an option will appear in the Custom Game menu to activate the Reverse Mode.

Full Game Options – At the Grand Prix initial entry screen, enter your name as **Y**, **X**, **Z**. This will enable you to race all ten tracks in Arcade Mode, and it will also allow you to turn on 16 drones in Practice Mode.

Shining Force 2 – Genesis

To access the configuration command wait until the Sega logo first makes contact with the screen, then hit **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up** and **B**. If this command is done correctly, a chime will sound. Now, hold down the Start button through the opening loading sequences. When the witch appears and asks you to pick a game, pick one while still holding down the Start button. The witch should give you a list of configuration modes.

Another trick can also be done with this code. Once you've completed the transaction above, pick the Complete Game option and reset. Begin a new game, and once you've entered the player's name go to the End at the far right, hold the Start button and hit A. Now you'll be able to name all of the characters in the game!

Pioneer LaserActive



Availability: Rare
Replay Value: NA
Similar Games: Sega Genesis, Turbo Grafx 16
Created by: Pioneer Electronics with Sega & NEC
Access Tip: This is a rare piece of video game history. If you find one in working order, get it.
Overall: 9

Breaking open the vault at Game Informer always uncovers gems and forgotten relics from the video game world. Usually we dust off a piece of software, but in this case we unearthed our Pioneer LaserActive game system. This is one of the most unique video game systems ever produced. The main unit plays CDs and LDs, but with optional Sega or NEC hardware modules you can play (get this) Sega Genesis, Sega CD, TurboGrafx RDM Cards, and Turbo CDs. And just when you thought there couldn't be more, this unit even has karaoke. Each module can also run 12-inch LD games specifically designed for the LaserActive. To say the least, these Mega-LD (with Sega module) and LD-ROM2 games were extremely weak. Although there were a handful of these games launched, the development community didn't exactly embrace the system – nor did consumers. This beast of a machine retailed for more than $1000 when it was released in 1993. Are you lucky enough to have one in your collection?





Assault Rigs

Availability: Uncommon
Replay Value: Moderate
Similar Games: CyberSled (PS-X), Marble Madness (SG, NES), Twisted Metal (PS-X)
Created by: The Wheelhaus for Psygnosis
Access Tip: You can find level passwords in the Classic Codes above.
Overall: 8

During the PlayStation's infancy, Psygnosis was on the forefront of PS-X game development. Wipeout and Destruction Derby garnered most of the attention, so now we present another Psygnosis gem that should not be forgotten. Released in 1995, Assault Rigs is part tank combat and part beat-the-clock action. Your goal on each level is to collect all the gems and get to the exit. In addition to picking up gems, you can also pick up a multitude of weapon power-ups including, but not limited to a mini-gun, laser, bouncy bullets, guided missiles, shields, and an auto-turret. On the earlier levels the arenas will be pretty straightforward. But as things go on, each arena becomes an intricate puzzle loaded with traps and tricks which must be conquered perfectly or you will run out of time or be blown to smithereens. You can also play against a human opponent with the PlayStation's link cable. Look for the entertaining and addicting Assault Rigs when you're combing the PS-X bargain bins.

PlayStation







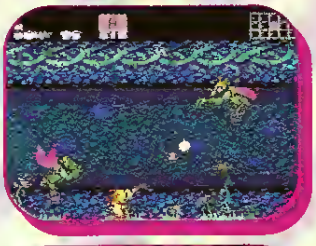
Super Metroid

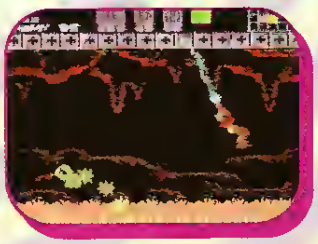
Availability: Common
Replay Value: Moderate
Similar Games: Castlevania IV (SNES), Castlevania: SOTN (PS-X), Mega Man X (SNES)
Created by: Nintendo
Access Tip: You can refill your life meter at any time by pressing and holding the **X** button to drop a Super Bomb while also holding the **L Button**, **R Button**, and **Down**.
Overall: 9.75

If you haven't heard of (or played) Super Metroid, you need to go back to video game school. After the inaugural Metroid on the NES, Nintendo took its time before launching a version for the Super Nintendo. The year was 1994 and Nintendo loyalists were primed for Super Metroid's release. At the time, the Super Nintendo library was crowded with Mortal Kombat wannabes and an endless stream of entertaining RPGs. In true Nintendo fashion, Super Metroid rose above the ordinary. A mix of exploration, puzzle solving, and intense action, the concepts Super Metroid fuses to video games are still present in today's Tomb Raiders, Turoks, and Castlevanias. Looking back at Super Metroid is painful. It makes us hanker for a helping of Metroid on the Nintendo 64. Nintendo, hear our pleas. It has been long enough, we want more Metroid.

SNES







This is your game.

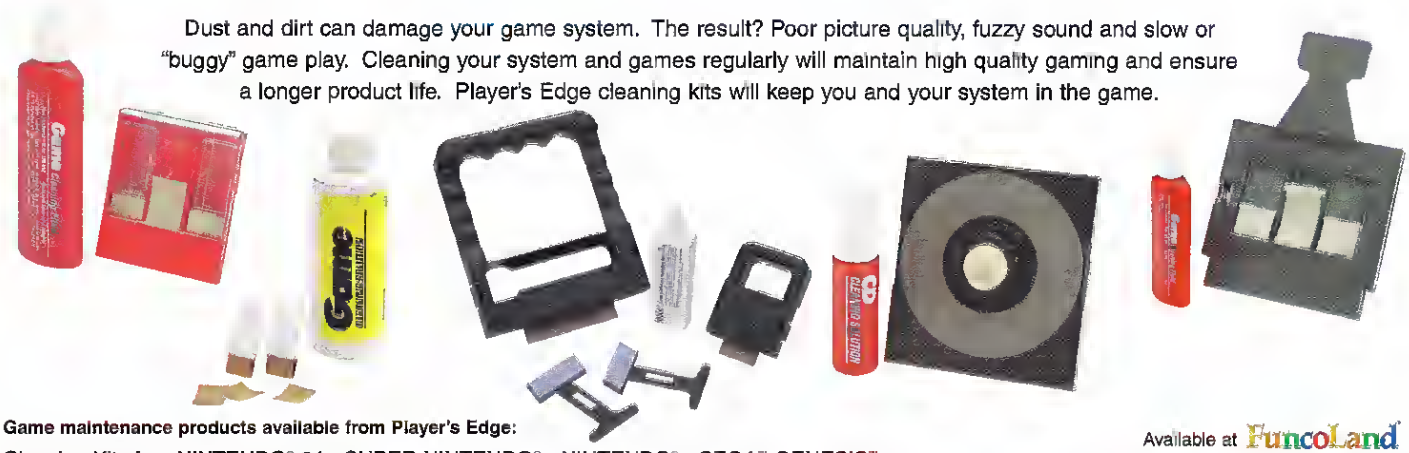


This is your game on the blink.



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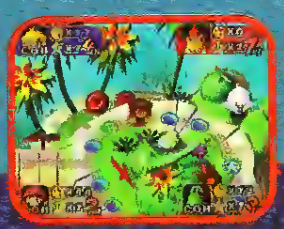
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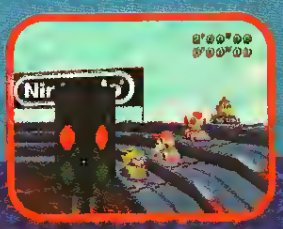
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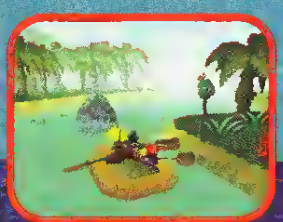






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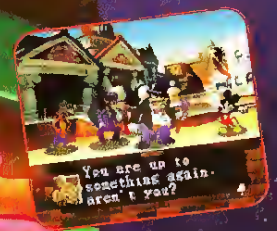
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NINTENDO 64

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CAPCOM ENTERTAINMENT INC.
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